MAGIC
The Gathering

THE SIDEBOARD

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NUMBER 14

Pro Tour Player of the Year Race Heats Up at Grand Prix Tournaments

Stockholm, Atlanta Results Inside

Grand Prix–Atlanta
Champion
Randy Buehler

Grand Prix–Stockholm
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- *Exodus* Prerelease News
- Regional Event Listings

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PUBLISHER
David Hoppe

EDITOR
Andy Collins

GRAPHIC DESIGNER
Darren Newby

COPY EDITOR
Britt Scott

CONTENT REVIEWER
Mark Rosewater

CONTRIBUTING WRITERS
Janet Cole, R.E. Dalrymple, Jeff Donais, Rudy Edwards, Kim Eikefet, Garon Galloway, Scott McGough, Beth Moursund, Peter Radonjic, Jack Lewis Stanton, Eric Tam

PRODUCTION MANAGER
Jill Johnson

ART DIRECTOR
Jeremy Bills

ADMINISTRATIVE ASSISTANT
Janet Cole

WIZARDS OF THE COAST STAFF

ORGANIZED PLAY DIRECTOR
David Hoppe

DCI TOURNAMENT DIRECTOR
Andrew Finch

DCI POLICY DIRECTOR
Jason Carl

EVENT PROPERTIES MANAGER
Chris Galvin

DCI DATABASE ADMINISTRATOR
Gordon Culp

DCI TOURNAMENT SUPPORT MANAGER
R.E. Dalrymple

ORGANIZED PLAY MARKETING MANAGER
Diane Brass

PRO TOUR PLAYER COORDINATOR
Gina Davidson

MAGIC GAME DESIGNER
Richard Garfield

WIZARDS OF THE COAST PRESIDENT
Peter Adkison

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MAGIC The Gathering

Pro Tour

Grand Prix Weekends

Accelerate Race for Player of the Year

With Randy Buehler's win at Grand Prix–Atlanta, along with Olle Råde's Grand Prix–Stockholm victory (see articles on page 2), it's clear that the race for Pro Tour Player of the Year has never been hotter.

Heading into Pro Tour–New York, the list of top point-holders looks like a Who's Who of **Magic**: Buehler at 51, Matt Place at 46, David Price at 44, Steven O'Mahoney-Schwartz at 42, Jon Finkel at 36, David Mills at 33, Michael Debard at 27, and Olle Råde and David Bachmann with 25 apiece. Numerous other competitors are clustered in the teens to mid-twenties, all still within reach of the title with a couple more strong performances. A list of players with 10 or more player points (through Grand Prix–Atlanta) can be found on page 4.

While the title of Pro Tour Player of the Year has, in years past, been relatively low-profile, there's no denying that many top competitors have their eyes on this prestigious prize. Just look at the number of big-name players competing in Grand Prix events in North America and Europe, just in the hopes of picking up a few more points (along with some equally welcome cash dividends). Buehler, O'Mahoney-Schwartz, Finkel, Mills, Debard, Råde...these players and more have discovered that even though the award is called "Pro Tour" Player of the Year, it pays to remember the Grand Prix tournaments are also part of the equation.

However, the competition now heads into the home stretch. By the time you read this magazine, Pro Tour–New York will be history. Perhaps one of the players listed above will have won and catapulted himself into a commanding lead. Or perhaps one of the dozens of players within shouting distance of these frontrunners—including such familiar names as 1997 World Champion Jakub Slemr, 1998 *Duelist* Invitational Champion Darwin Kastle, or highly-ranked Limited DCI player John Yoo—will have joined his comrades at the top with a Pro Tour victory.

Then in August it all comes to a head at the 1998 **Magic** World Championships in Seattle, Washington. It's likely that at least two dozen players will still be in the running, but it may not require a win to take home the trophy. In fact, if history is any judge, keep your eye on the semifinalists in this year's World Championships: both Råde and Paul McCabe rode semifinalist finishes at Worlds to the title of Pro Tour Player of the Year.

Whatever happens, it's sure to be exciting. Good luck to the competitors, and may the best player win!

—Andy Collins

Hello, I Must Be GOING

It is with distinct regret that I announce my departure from the *Sideboard* magazine. Although it's been a shorter stay than I had originally anticipated—it seems like yesterday when I was wandering around Chicago's Navy Pier learning what a Pro Tour event looked like—I am pleased with how far we've brought the magazine during my "term of office."

This also marks the end of my two-year tenure with Wizards of the Coast's Organized Play department. This is especially difficult as I have worked with many truly extraordinary people. Special thanks go to Rob Voce and Tim Shields, who gave me my first chance with the company; Joe Hauck and Judy Holman, who welcomed me aboard the Arena team; David Hoppe, Jason Carl, Andrew Finch, and Chris Galvin, for providing guidance and support; and everybody else (you know who you are) for being good friends. More specific to the *Sideboard,* I can't say enough about the excellent work put forth by Darren Newby, the graphic designer who has established the *Sideboard*'s unique look over the past several months, and Britt "Lightning Pencil" Scott, our tireless copy editor who always ensured the t's were crossed and the i's dotted.

But I'm not going far. In fact, I'll only be a couple of doors away in Wizards' TSR division. Despite my fondness for **Magic** and its organized play programs, the opportunity for a dyed-in-the-wool dungeon-delver to join the gang that started it all was simply too strong to resist.

Of course, the magazine will go on, continuing under the guidance of a new managing editor, who you'll meet next month. Though the selection hadn't yet been made as I wrote this column, rest assured my replacement will bring the same commitment to organized play that this magazine has delivered since its inception. And don't worry, I'll still check in from time to time to make sure you're all doing all right.

So until we meet again—farewell, and don't take any wooden Atogs!

—Andy Collins, Editor
skeeve@wizards.com

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Grand Prix

BUEHLER Takes Player of the Year Lead in Atlanta

When the DCI recently announced that the top pro players would receive invitations to National and World Championships, this year's competition for Pro Tour Player of the Year—and hence, the average playing field at a Grand Prix with a total of 31 player points on the line—went up a few notches. When you toss in $10,000 in prizes plus eight invitations to Pro Tour–New York, the stakes at Grand Prix–Atlanta were the highest in the Southeast since Pro Tour–Atlanta in 1996.

Over 300 players participated in the event, including professional players from New York, New England, California, Colorado, Canada, and Europe. All of the pro players at the top of the Player of the Year standings were in attendance, including Pittsburgh's Randy Buehler, David Price of Ithaca, New York, Kansas City's Matt Place, and Steven O'Mahoney-Schwartz of Brooklyn, New York.

The first day, which featured *Tempest-Stronghold* Sealed Deck, was predictably dominated by red. Saturday's top finisher, Pro Tour–Los Angeles semifinalist David Bachmann, had two Rolling Thunders, a Lightning Blast, and a Goblin Bombardment to go with a solid creature base. Most players were simply happy to make it to Sunday's Rochester Draft portion of the tournament, where they looked forward to enjoying more control over their (and their opponents') decks.

As the Top 64 players jockeyed for final position on Sunday, David Mills of Charlottesville, Virginia, rode his well-established drafting skills (as evidenced by his second-place finish at 1997's Pro Tour–Los Angeles) from 60th place all the way to the Top 8. Other players making the final draft were Buehler, Chicago's Derek Rank and Ray DeGuzman; Nate Clarke of Londonderry, NH; Houston's Bob Coonce; and Chris Donahoe and Pat Callahan, both of Atlanta.

Semifinalist Rank drafted a red-green deck chock full of large creatures and mana acceleration. Mills, famous for using undervalued blue cards such as Time Ebb and Gaseous Form, drafted blue-red but lost in the semifinals as well.

Of the quarterfinalists, DeGuzman drafted black-blue while Donahoe delivered a black-green deck with Living Death, Fevered Convulsions, Muscle Slivers, and the big daddy of *Tempest*—Verdant Force. Callahan drafted black-red, including two Rolling Thunders, but couldn't draft enough creatures to make his deck effective. The black-white deck drafted by the fourth quarterfinalist, Clarke, contained the table's second Living Death and a Winds of Rath, but he wasn't happy when draft neighbors Rank and Buehler forced him from his early choice of blue. DeGuzman agreed that "there was a lot of counterdrafting at the table."

In the first game of the finals, Buehler, who had drafted a tough black-red deck, applied a quick beatdown to Coonce's red-white deck. After a routine deck check revealed a Disenchant card unlisted on Coonce's decklist, he was given a one-game penalty, awarding the match and the title of Grand Prix Champion to Buehler.

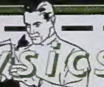
In assessing this penalty, head judge Jeff Donais sent a message to players: cheating and carelessness will not be tolerated. Donais, who mentioned that his main goal is for every player to know that the judging staff is there to prevent players from being cheated, levied penalties for stalling and deck stacking with a hangman's mercy. Players agreed that Donais had their interests at heart and felt his strategy seemed to work. Buehler may have summed it up best: "Jeff Donais is great for the sport of **Magic**. People just trust his judgment."

—Rudy Edwards

Stat Box

Grand Prix–Atlanta

DATE: March 27–29, 1998
FORMAT: Limited (*Tempest-Stronghold* Sealed Deck/Rochester Draft)
TOTAL PAYOUT: $10,000
PARTICIPANTS: 330



Pro Tour Physics

Randy Buehler is no stranger to winning at **Magic**. After winning the first Pro Tour event he'd ever attended (Chicago), Buehler proved it wasn't a fluke by adding quality finishes at Pro Tour stops in Mainz (Top 64) and Los Angeles (Top 16). Despite failing to win additional Pro Tour player points in recent trips to European Grand Prix tournaments, Buehler nevertheless remained in the hunt for the elusive prize previously held by Olle Råde and Paul McCabe: Pro Tour Player of the Year.

A grad student at Pitt, the twenty-six-year-old Buehler already has a master's degree in philosophy and a bachelor's in physics, and is working on a Ph.D. in the philosophy of quantum mechanics. "I had planned to practice drafting for Pro Tour–New York [in Atlanta]," he commented, but he never found the time as he played into the late hours of Sunday night.

When added to his victory at Pro Tour–Chicago, plus his other strong performances on the Pro Tour circuit, Buehler's win at Atlanta put him in the lead for Pro Tour Player of the Year. In direct competition against two other players in contention, David Price and Steven O'Mahoney-Schwartz, Buehler went 2–0 at Grand Prix–Atlanta. "That's what the Grand Prix is all about," Buehler noted. "It was like we were playing for the Player of the Year right there."

—Rudy Edwards

Buehler's Deck (40 cards)

Creatures (14)
1 Blood Pet
1 Bottle Gnomes
1 Clot Sliver
2 Dauthi Horror
1 Dauthi Slayer
1 Flowstone Giant
1 Knight of Dusk
1 Marsh Lurker
1 Mogg Fanatic
1 Mogg Raider
1 Pit Imp
2 Skyshroud Vampire

Spells (8)
1 Coercion
2 Diabolic Edict
2 Disturbed Burial
1 Fevered Convulsions
1 Spontaneous Combustion
1 Stone Rain

Lands (18)
7 Mountain
11 Swamp

Sideboard
1 Boil
1 Broken Fall
1 Circle of Protection: Black
3 Circle of Protection: Red
1 Counterspell
1 Crown of Flames
1 Dream Cache
1 Echo Chamber
1 Emerald Medallion
1 Flickering Ward
1 Giant Strength
2 Heartwood Dryad
1 Mogg Cannon
1 Natural Spring
1 Pincher Beetles
1 Propaganda
1 Soltari Foot Soldier
1 Spell Blast
1 Stun
1 Thalakos Lowlands

Grand Prix–Atlanta Top 8 Finishers

Place	Name	City/State	Earnings
Champion	Randy Buehler	Pittsburgh, PA	$1,700
Finalist	Bob Coonce	Houston, TX	$1,100
Semifinalist	David Mills	Charlottesville, VA	$600
Semifinalist	Derek Rank	Chicago, IL	$600
Quarterfinalist	Pat Callahan	Atlanta, GA	$400
Quarterfinalist	Ray DeGuzman	Chicago, IL	$400
Quarterfinalist	Nate Clarke	Londonderry, NH	$400
Quarterfinalist	Chris Donahoe	Lawrenceville, GA	$400

Råde Reigns in STOCKHOLM

"This is good PR for **Magic** in Scandinavia," Olle Råde said at Grand Prix–Stockholm. The Swedish veteran showed that he is still alive and kicking by defeating Finland's rising star, Tuomo Nieminen, three games to two in the finals.

München Bryggeriet proved a worthy place to hold the big event, and everything went smoothly during the first big tournament held in Scandinavia. For two days, **Magic** players packed the red brick building situated at Söder, right across the river from the city hall. Outside it was cold, but inside the temperature rose as nearly 300 players fought for victory—and $15,000 in prize money.

The format for the Grand Prix event was *Tempest* Sealed Deck, and several well-known **Magic** players traveled to Sweden to compete. Top Swedish players Råde, Thomas Andersson, and Leon Lindbäck were present. Finnish players Tommi Hovi and Tomi Walamies crossed the border, and so did Norway's Sturla Bingen, quarterfinalist at 1996's Pro Tour–Paris.

The best player after the first day was top French Limited player Manuel Bevand. He went undefeated through the first day with an extremely strong deck. "I had two Rolling Thunders, two Evincar's Justices, Reckless Spite, Extinction, Diabolic Edict, two Enfeeblements, Searing Touch, and many good creatures. If I got enough mana, I couldn't lose," Bevand said.

Bevand remained in first place after the second day of Swiss pairings and was joined in the Top 8 by Jan Pieter Groenhaf (Norway), Viktor Forsman (Sweden), Ole Bergesen (Norway), Nieminen (Finland), Råde (Sweden), Sigurd Eskeland (Norway), and Johan Franzen (Sweden). Red and black dominated the field, as did Cursed Scroll.

"I thought I had a good deck, but I lost to two of the Top 8 players—they both had Cursed Scrolls," sighed Hovi, who dropped out after losing the first two matches of the second day.

With three first-day byes (by virtue of his high DCI rating), Råde was able to fight his way into the Top 8 with eight victories, one loss, and two draws. As Råde had already qualified for Pro Tour–New York, his invitation passed down to a surprised Rickard Nilsson, who finished ninth. As the Grand Prix was only Nilsson's third Limited tournament, the Swede was walking on clouds after the finish.

"I never thought I would get this far. When my friend told me I was number nine, I was confused—it couldn't be true. Now I look forward to playing against all the big names in New York," Nilsson said.

In the final draft, Råde picked up the only Cursed Scroll of the draft along with several good green creatures and a splash of blue. Nieminen drafted a red and black deck packed with removal and weenies. Bevand drafted green and black, including two Elves that provided red mana for his only red card, Spontaneous Combustion, while Franzen drafted mono-black. Forsman drafted the big blue fliers, but had to add both green and white to his deck. Groenhaf drafted a blue-white control deck with a splash of black for Selenia, Dark Angel. Bergeson put together a strong red-green deck, while Eskeland was stuck with sub-par creatures for his red-white weenie deck.

As the final match between Råde and Nieminen got underway, it was clear that going first was critical as the decks proved exceptionally fast. After four thrilling games, neither player had been able to "break serve," both winning the two games in which they played first. Despite a surprisingly slow start by both players, Råde's green beatdown proved too much for Nieminen who was unable to draw a critical fourth land.

"My only goal was to win the quarterfinals so that I could get more money. But my deck was good enough to beat any deck," said Champion Olle Råde, who once again proved his position at the top of the field.

—Kim Eikefet

Stat Box

Grand Prix–Stockholm

DATE: March 21–22, 1998
FORMAT: Limited (*Tempest* Sealed Deck)
TOTAL PAYOUT: $15,000
PARTICIPANTS: 282

"Littlest Viking" Living Large

If you've been living in a cave for the last couple of years, you *might* not have heard of Sweden's Olle Råde.

Might.

Without a doubt, Råde has been one of **Magic**'s most formidable competitors since the formation of the Pro Tour. After his stunning victory at Pro Tour–Columbus in 1996—Råde's first Pro Tour competition—the Swede edged out more familiar names such as Shawn Regnier and Mark Justice for Pro Tour Player of the Year by virtue of his semifinalist finish at the 1996 **Magic** World Championships. Since then, Råde has quarterfinalist finishes at Pro Tour–Dallas and Chicago, a 16th-place finish at the 1997 Worlds, and a *Duelist* Invitational victory under his belt.

Råde's latest victory at Grand Prix–Stockholm proves he's not quite ready to give up his place in the spotlight.

"I like Sealed Deck because you can play with all the funny cards you don't use in [Standard]," Råde said. The 19-year-old **Magic** veteran used his funny cards well, defending his home country with honor and taking the title of Grand Prix–Stockholm Champion.

"Green worked well for me in this tournament, even though it's probably the worst color in *Tempest*," he said. Indeed, both of the decks Råde used during the Swiss rounds contained green, and the deck he drafted for the final matches was heavy green with a splash of blue for Time Ebb and two creatures. A trio of Trained Armodons, a Cursed Scroll, and many other good green creatures proved enough to beat finalist Tuomo Nieminen's red-black removal-packed deck three games to two.

"**Magic** is a lot of luck, as we all know, but I think good creatures are more important than good removal," said the champion.

—Kim Eikefet

Råde's Deck (40 cards)

Creatures (15)
1 Apes of Rath
1 Canopy Spider
1 Flailing Drake
2 Heartwood Dryad
1 Heartwood Giant
1 Muscle Sliver
1 Phyrexian Hulk
1 Skyshroud Troll
1 Thalakos Mistfolk
3 Trained Armodon
1 Trumpeting Armodon
1 Wind Drake

Spells (7)
1 Broken Fall
1 Elvish Fury
1 Needle Storm
2 Time Ebb
1 Mogg Cannon
1 Cursed Scroll

Lands (18)
5 Island
13 Forest

Sideboard
2 Ancient Tomb
1 Anoint
1 Coercion
1 Dauthi Marauder
1 Disenchant
1 Ancient Runes
2 Blood Frenzy
1 Emmessi Tome
1 Giant Crab
1 Horned Turtle
1 Lobotomy
2 Reality Anchor
2 Sadistic Glee
1 Shadow Rift
1 Stone Rain
1 Twitch
1 Verdigris
1 Soltari Crusader

Grand Prix–Stockholm Top 8 Finishers

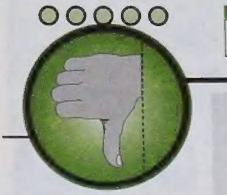
Place	Name	Country	Earnings
Champion	Olle Råde	Sweden	$2,000
Finalist	Tuomo Nieminen	Finland	$1,600
Semifinalist	Johan Franzen	Sweden	$1,300
Semifinalist	Jan Pieter Groenhaf	Norway	$1,300
Quarterfinalist	Manuel Bevand	France	$500
Quarterfinalist	Viktor Forsman	Finland	$500
Quarterfinalist	Ole Bergesen	Norway	$500
Quarterfinalist	Sigurd Eskeland	Norway	$500

On the Circuit

Should Players Who Are Already Qualified for the Pro Tour Be Allowed to Play in Pro Tour Qualifiers?

NO

by Eric Tam



If you ever want to get an emotional response from a group of **Magic** players, asking this question would be a sure-fire way to do it. Perhaps the most controversial issue that has accompanied the Pro Tour since its inception, this question has finally been resolved correctly by the DCI with a firm "no."

Doubtless, a number of qualified players will cry bloody murder over the loss of their weekend stomping grounds. Unfortunately, the exhortations of qualified players against the policy—which are, at best, misguided attempts to deal with separate issues, and at worst, outright selfishness—are not relevant to what should be the only issue regarding the Pro Tour Qualifier (PTQ) policy.

Some examples of these arguments include: 1) qualified players need the prize money for travel expenses; 2) without access to Qualifiers, qualified players would have few other sources for tournament practice or for increasing their DCI ratings; or 3) not allowing qualified players into Qualifiers discriminates against these players.

These arguments are all flawed because they fail to recognize that the concerns of unqualified players must be the focus of PTQ policy. The PTQ circuit does not exist so qualified players can win more money to pay for their trips. It does not exist so qualified players can get tournament practice or work on their rankings. It does not exist so professional players can hang out with their friends.

The PTQ circuit exists solely for the purpose of determining which not-yet qualified players are worthy of an invitation to the Pro Tour. The name of the tournaments themselves—Pro Tour Qualifiers—should make it self-evident that the only question regarding the PTQs which the DCI should be concerned with is "how do we make these tournaments promote the most skilled players into the Pro Tour as fairly and as smoothly as possible?"

Anyone who has had any experience with Qualifiers quickly realizes that the answer to this question does not necessarily include allowing Pro Tour players to compete in Qualifiers.

As an intellectual sport still toddling through its infancy, tournament **Magic** is riddled with uncertainties, contradictions, and confusion in its own rules, and in the way those rules are perceived. A relevant example to Qualifiers is the issue of collusion. Even though the DCI rules banning collusion are as clear and strict as those against game-fixing by college basketball, **Magic** players still regard collusion the same way Formula 1 drivers do: in Qualifier tournaments, as long as qualified players are allowed to compete, collusion is rampant, and for the most part unpreventable. By banning qualified players from Qualifiers, collusion would be completely eliminated, and play ability would become unquestionably more important in determining who gets the slots into the Pro Tour, thereby raising the tour's skill level. Allowing strong players with little or no real interest in winning to compete in Qualifiers is an invitation for abusing the rules and watering down the competition level in the Pro Tour, an invitation which should have been revoked a long time ago.

Collusion is obviously undesirable in Qualifiers because its effect of reducing the quality of players entering the tour is detrimental. But even if collusion were completely stamped out, allowing Pro Tour players into Qualifier tournaments would still lower the average quality of players invited to the Pro Tour. Arguments that the presence of pro players in Qualifiers raises the average skill level of new players entering the tour are completely flawed. The sentiment that "players who can't beat pro-level players don't deserve to go to the Pro Tour anyway" is absolutely ridiculous. The only thing that has ever been required of a player earning a Pro Tour invitation at a Qualifier is that he or she be the best unqualified player at the tournament.

Furthermore, the presence of strong, already qualified players at a Pro Tour Qualifier actually *lowers* the skill level of players entering the Pro Tour by reducing the role of skill in determining who wins the invitations. These strong players, who do not actually win slots, but instead have the slots passed through them, now represent an additional random factor in the pairings. A simple mind experiment demonstrates this phenomenon. Imagine if we ran, over and over again, a two-slot Qualifier in which the more skilled player always wins every match. Without the presence of already qualified Pro Tour players, the best unqualified player would always win an invitation since he or she cannot lose, and the second-best player would win a slot around half the time (as he or she would have a 50-percent chance of being paired with the best player in the single-elimination rounds), and considerably lower for any less-skilled players.

Now watch what happens when we add two Pro Tour players, both of whom are more skilled than the best unqualified player. These qualified players clearly reduce the effect skill has on winning an invitation. The effect of random pairings in determining who receives the invitations is now much greater than before. Since, in our experiment, any unqualified player who is paired with one of these pro players will automatically lose, the best unqualified player will no longer have a 100-percent chance of winning an invitation, or even surviving the Swiss rounds. The less-skilled, third- and fourth-ranked unqualified players now have a better chance of winning an invitation as they can now win a slot by losing in the semifinals. These two reasons for banning qualified players—preventing collusion and reducing the amount of luck qualified players introduce to the pairings—are more than enough to justify the DCI's new policy.

This is not to say that the needs of pro players should be ignored: there is a definite lack of frequent large tournaments, sanctioned events of any kind in many regions, and adequate sponsorship for professional players. However, attempting to ameliorate these problems with a "Band-Aid solution" that comes at the expense of unqualified players is not the correct answer. Hopefully professional players will live up to their name by realizing this fact and support the DCI's new Pro Tour Qualifier policy for the good of the game as a whole.

To[illegible]ard himself from enraged Pro Tour [illegible] has entered the Witness [illegible]

YES

b[illegible]njic

The issue of whether qualified players should be allowed to play in Pro Tour Qualifiers has been floating around tournaments since just after the inception of the Pro Tour, but it has recently come to the forefront with the DCI's decision to prohibit already qualified players from participating in the Qualifiers.

Though reasonable arguments have been made by the DCI, I will explore the logic behind the opposition to this new policy. The three main reasons why pro players unanimously support their right to play in Qualifiers relate to the ideas of participation, benchmarking, and competition.

Participation in the event is important to players who don't have the opportunity to play in many large tournaments because they don't live in areas like California or the Northeast. When you live in a remote area, it's often true that the only tournaments outside of the local store are Pro Tour Qualifiers. Taking away a player's right to compete in these tournaments can severely impact his or her ability to participate in tournaments on a regular basis.

Many participants at a typical Qualifier are there for fun; they know they don't have a shot at winning. Even so, most tournament-caliber players would agree that even a bad day at **Magic** is better than a good day at work. So should the DCI stop them from playing because they are not there to "determine who is worthy" of an invitation? Should we stop people who enter Sealed Deck Qualifiers to just get cards and play some games? Obviously this is more of a factor in areas where Qualifiers are the only large tournaments, but this point is valid anywhere.

Benchmarking is a factor which unqualified players don't give enough credit to. If you live in a remote area and play against unqualified players, you often don't realize the level at which Pro Tour players compete. Consequently you may have unreasonably high expectations of how well you'll do in the Pro Tour. And if you don't meet those expectations, it might ruin your trip. Consider it an advantage to play against someone with a lot of Pro Tour experience; after all, you're only as good as your best opponent.

The competition aspect is by far the most important ingredient. As regular tournament players know, it often takes less than a month to become rusty at the game. Random games against your friends at the local store just don't keep your competitive fire going like playing at a Qualifier against an unfamiliar opponent who has traveled a long distance to get there. Qualifiers are also much more strictly judged than other events. Simply put, nothing keeps you more on your toes than playing for keeps.

DCI rankings are a natural extension of the competition factor as Qualifiers are very good places to try to increase your ranking. In small tournaments, which are often single elimination, you often only get to play one or [illegible] rounds before being eliminated. In Pro To[illegible] Qualifiers, which use Swiss pairings, you c[illegible] easily play eight or more rounds against high ranked opponents, giving you a chance to improve your ranking by more than a few points.

One argument supporting the DCI's decision rails against the supposed randomness of having qualified players play in a Qualifier. The argument goes something like this:

Qualified players are better than unqualified players. Because qualified players are by definition highly skilled, they will make it to the late rounds where pairings are important. Therefore unqualified players who happen to get paired up against a Pro Tour player are at a big disadvantage versus someone who gets to play another unqualified player.

The flaw in this argument lies in the foundation: the assumption that a qualified player is better than an unqualified player. As a general rule this is probably true. But when applied to a specific Qualifier at a specific date, this argument fails. Common sense simply dictates that the top unqualified players are, in overall skill, close to the qualified player, who may have little more experience on the Pro Tour than his or her unqualified opponent.

Now add the fact that unqualified players "want it more." They're bloodthirsty. They've likely spent hours upon hours playtesting and scouring the Internet for the latest tournament reports. For them, the prize is huge: a slot to the fabled Pro Tour. Qualified players do not take Qualifiers as seriously: been there, done that, got the T-shirt.

[illegible] paired up [illegible] do much [illegible] know what deck won [illegible] who built her deck the night [illegible] wants the match to finish fast so she can leave? Or the player who goes up against the person who has played his deck a thousand times, who knows his opponent's deck inside out, who has read all the recent rulings and errata, who has the patience to sit there for twenty minutes to figure out the best way to block, who wants to go to the Pro Tour so bad he'll kill you and your mother? Don't fall for the clichés "I've heard of her, she must be good," or "I've never seen him before, I hope I get to play him." At that specific time, late in a Qualifier, the unqualified players are just as good, just as dangerous—if not more so—than the qualified player.

My colleague, Eric Tam, holds that the Pro Tour Qualifiers "exist solely for the purpose of determining which unqualified players are worthy of an invitation to the Pro Tour." Unfortunately, though that may be the goal, it's not yet the reality.

Most Pro Tour players participate in Qualifiers for fun and competition. Indirectly they help out those who aspire to become qualified by "raising the bar" and providing a benchmark for their opponents to measure their skills against. Maybe down the road, when there are big tournaments everywhere that have nothing to do with the Pro Tour, the Qualifiers can truly exist only to determine who should go to the Pro Tour. Until that time let's recognize the value of these players' contributions by providing them with a venue for their talents.

Gifts for Peter Radonjic should be sent to Wizards of the Coast, in care of the Sideboard.

On the Circuit

The Happiest Place on Earth

Super Series

Quick: take a quarter of a million dollars in scholarship prizes, add hordes of excited young **Magic** players, the debut of a brand-new **Magic** expansion, and sprinkle liberally over Disney's Wide World of Sports™ complex in Lake Buena Vista, Florida, and what do you have?

The Junior Super Series Championship, that's what! With events open for all ages and all gameplaying abilities—including the Junior World Open and *Exodus* Prerelease tournaments—this gathering promises to make the event, held the weekend of June 5–7, the happiest place on earth for **Magic** players.

June 5 is Day 1 of the Super Series Championship—the Junior World Open—and is open to all eligible **Magic** players in two age groups (ages sixteen to eighteen, and ages fifteen and under). The entry fee is only $20, which includes admission to Disney's Wide World of Sports complex. A minimum of forty players in each age group from Day 1 will advance to the Final 64 on Day 2.

June 6 is the Final 64 (Day 2) portion of the Super Series Championship. All players who have advanced to the Final 64 are guaranteed a minimum $1,000 scholarship. June 7 is the Championship itself—the day the Final 8 players vie for the $10,000 scholarship. In all, $250,000 in scholarship funds will be awarded at the Super Series Championship.

All Super Series events follow the Standard (Type II) Constructed format. Day 1 and Day 2 are separate tournaments, so players can play a different deck at each if they wish.

Events surrounding the Super Series Championship will engage the whole family. For the other **Magic** players present, **Exodus Prerelease tournaments** will be held both Saturday and Sunday with the tournament entry fee covering admission to Disney's Wide World of Sports. Numerous other side tournaments featuring *Exodus* prerelease product, cash prizes, and additional prizes in the Super Series age categories will also be available.

Other featured activities include demonstrations of the new Wizards of the Coast family games like *Twitch, Pivot,* and *AlphaBlitz;* demonstrations of the new **ARC System** games **C•23** and **Xena: Warrior Princess**; and a giant **RoboRally** game. **Magic** celebrities, including artists, designers, and top Pro Tour players are scheduled to appear.

Visit the Wizards of the Coast website at <www.wizards.com/JSS/JSS_Championship.html> for information on the Super Series hotels and special pricing at the Disney parks.

—Janet Cole

Top 40 Pro Tour Player Points

Rank	Name	Hometown	Points
1	Randy Buehler	Pittsburgh, PA	51
2	Matt Place	Kansas City, MO	46
3	David Price	Ithaca, NY	44
4	Steven O'Mahoney-Schwartz	Brooklyn, NY	42
5	Jon Finkel	Fanwood, NJ	36
6	David Mills	Charlottesville, VA	33
7	Michael Debard	Paris, FRANCE	27
8	David Bachmann	Linden, NJ	25
8	Olle Råde	Gothenborg, SWEDEN	25
10	Peer Kröger	Hamburg, GERMANY	24
10	Kyle Rose	Chester, VA	24
10	Ben Rubin	San Francisco, CA	24
13	Gabriele Pisicchio	Rome, ITALY	23
14	Svend Sparre Geertsen	Copenhagen, DENMARK	21
14	Mark Le Pine	Merrimack, NH	21
16	Adam Katz	New York, NY	20
16	Michael Turian	Pittsburgh, PA	20
18	Max Suver	Seattle, WA	19
19	Kurt Burgner	Torrance, CA	18
19	John Chinnock	Berkeley Heights, NJ	18
19	Ryan Fuller	Burnaby, CANADA	18
22	Chris Bishop	Charlottesville, VA	17
22	Andrew Nishioka	Chicago, IL	17
22	Jakub Slemr	Prague, CZECH	17
25	Rudy Edwards	Fayetteville, NC	16
25	Eric Phillipps	Lincroft, NJ	16
25	Noah Boeken	Amsterdam, NETHERLANDS	16
25	Raphael Levy	Toulouse, FRANCE	16
25	Manuel Bevand	Lyon, FRANCE	16
30	Mark Justice	Seattle, WA	15
30	Michael Long	Centreville, VA	15
30	Bob Wagner	Chicago, IL	15
30	Lukas Ledra	Prague, CZECH	15
34	Tommi Hovi	Kaarina, FINLAND	14
34	Justin Schneider	Baltimore, MD	14
34	John Yoo	Tustin, CA	14
34	Adrian Sayers	Austin, TX	14
34	Andrew Woll	Atlanta, GA	14
34	John Ormerod	Merstham, ENGLAND	14
40	André Konstanczer	Seckmauern, GERMANY	13
40	Shawn Regnier	Manchester, NH	13
40	Tony Tsai	Ithaca, NY	13
40	Scott Vallerey	Davenport, IA	13

Ask the Pros

WHICH IS THE BEST FORMAT FOR DECIDING THE better Magic player?

Darwin Kastle, 1998 *Duelist* Invitational Champion
"Classic. The outcome of a lot of Constructed formats is determined before you even get to the table. Standard, for example, is about matchups: this deck beats that deck...a lot of 'rock-paper-scissors.' In Classic, people are playing similar decks so it comes down to making the right choice at the right time. Deck construction is huge, but player skill makes a big difference, too."

•

Brian Hacker
"Solomon Draft is head-and-shoulders above every other kind of format that's ever been made. Ninety-nine percent of the time, the person who knows more about **Magic** and plays better will win. [Of the Constructed formats,] Standard is probably the most challenging and most consistent in terms of the best player winning."

•

John Chinnock
"A lot of people say Standard because it's so balanced and the designers put a lot of time into making it that way—getting rid of overbalanced cards. Solomon is the best Limited format because it's a one-on-one thing that stresses real judgment, and is less random than Sealed Deck."

•

Brian Weissman
"Classic rewards the most experienced player. Since there aren't a lot of resources available to research the format, most of the people who do well in it are able to do so because of individual skill. A lot of the players who I respect got their beginnings in [Classic] and forged their understanding of **Magic** and individual style based on it. People adapt the skills they learn in Classic to other formats."

•

Nathan Russell
"*Mirage-Visions* Limited. The best players usually win. You can still win the game even if you have no land [in your opening hand] and have to discard. Other sets and other formats are too aggressive; it's difficult to come back once you're down."

Mark Justice
"While I believe that with almost any format, given enough time the better player will emerge if you play just one match, Solomon Draft would be about as good as any."

•

Paul McCabe, 1997–98 Pro Tour Player of the Year
"Rochester or Booster Draft, using *Mirage-Visions-Fifth Edition.*"

•

Jakub Slemr, 1997–98 Magic World Champion
"I like Standard the most because it gives everyone the same opportunity."

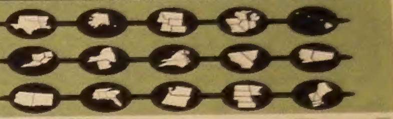
•

Terry Borer
Probably drafts. Constructed formats are important, but nowadays most decks are copied."

-compiled by Scott McGough and Garon Galloway

UNITED STATES Regionals Preview

Regionals competition is just around the corner (Saturday, May 16) and players are furiously preparing to qualify for the U.S. Nationals, to be held in Columbus, Ohio, this July. Decks will be faster than ever with the addition of *Stronghold* to the card mix. With Regionals in mind, here's a preview of what to expect during the upcoming months.



Top Eight Stronghold Additions to the Standard Format

Mana Leak

Mana Leak is one of the strongest cards to come along in a while for a multitude of decks, and it will see extensive play in control decks as well as the various five-color decks. This card will dominate because decks will be running some of the tightest mana ratios ever, allowing players to easily counter the various game-breaking cards without sacrificing development.

Slivers

Remember the Necro Summer of 1996? Well, welcome to the Sliver Era, beginning this year at a Regional Championship near you! Favorites to be played will include Crystalline Sliver (no, you can't target my creatures) and Acidic Sliver.

Mox Diamond

The Diamond will see plenty of action during Regional Championships, making many of the five-color decks mana-efficient. Talk of this card being abundant has many players including four Uktabi Orangutans in their Regionals decks.

Walls

Setting up an adequate defense is going to be the main concern of many control-deck players when faced with the speed of the current Standard format. Walls should be one of the more effective ways to handle this problem. The favorites at this time include the life-giving Wall of Essence (white) and the life-taking Wall of Souls (black). Dealing with walls could signal a whole new strategy in Standard sideboarding.

Shock

Shock represents one of the better creature-elimination cards to come along since Lightning Bolt. Most mono-red decks and the various five-color decks will use Shock.

The White Weenie Brigade

The White Weenie deck has become easier and easier to play over the years. Thanks to the addition of quality creatures like Soltari Champion, Warrior *en*-Kor, and Youthful Knight, white has stayed competitive and should play a major part in the upcoming Regionals battles.

Pursuit of Knowledge

Only time will tell whether Pursuit of Knowledge becomes one of the more broken cards in the history of **Magic** or one of its greatest flops. When used with Howling Mine and Sylvan Library, the card advantage gained could be the straw that breaks the camel's back. However, with the various artifacts and enchantments (such as Cursed Scroll and Propaganda) plaguing the format, most the top players will be armed with enchantment killers such as Tranquil Domain and Disenchant. This could affect the play of Pursuit of Knowledge in a big way.

Ruination

Ruination will play a major role in several mono-red and two-color red decks with the popularity of the multi-colored deck at an all-time high.

—Jack Lewis Stanton

The Decks to Beat

Mono-Red Decks

By far the most popular deck at any Regionals competition this year will be one of the countless variations of mono-red, known popularly (and sometimes incorrectly) as Sligh. With its ultra-tight mana curve and low-casting-cost critters, it's an all-time favorite of the player who hasn't been able to come up with new deck tech. *Stronghold* gives this deck more creature control via Shock and the easily summoned Mogg Fanatic for the creature-heavy versions of the deck. Of the two most common versions, only one uses heavy land destruction (four Wastelands, four Stone Rains, and two or three Ruinations in the sideboard), while the other goes for more direct damage (four Shocks in addition to the regular complement of four Fireblasts and four Incinerates). One thing all good mono-red decks will be packing is a full armament of Cursed Scrolls. Be prepared.

Five-Color Decks

Ever since Matt Place introduced the Five-Color Green deck to the world, it has been methodically studied, producing a variety of deck concepts spanning all colors. All Five-Color Green decks should share common traits, such as Gemstone Mines and Cities of Brass for mana. Other similarities will be Mana Leak (control), Uktabi Orangutan and Disenchant (artifact and enchantment removal), Terror, Diabolic Edict, Incinerate, and Shock (pest control). With its fast creature production (Jolrael's Centaur, Quirion Ranger, Granger Guildmage, and River Boa) Five-Color Green is still the favorite, though the blue version of the deck (Man-o'-War, Tradewind Rider, Spindrift Drake, and control) is coming up fast and furious. White and red variants will also make appearances, though to a lesser degree.

White Weenie Decks

The Classic White deck will be out in force sporting Crusade, its traditional damage and speed enhancer. Crusade will give the White Weenie player's critters the ability to survive the dreaded Cursed Scroll while threatening an opponent's very existence. *Stronghold*'s contributions to the deck will come from the creature sector, namely Youthful Knight and Warrior *en*-Kor. The Warrior's ability to redirect damage will be key, especially when used in conjunction with color-protected creatures such as Soltari Priest, Soltari Monk, and White Knight. Many white decks will splash red for creature control.

Necropotence Decks

Contrary to layman's beliefs, Necro is not dead, nor is it feeling faint of heart. It is alive and well and living in New England. The Necrodeck is able to set up shop quickly, controlling the board with massive creature removal (Death Stroke, Diabolic Edict, Funeral Charm, and Spinning Darkness), then starting the Steel Golem–Standing Stone beatdown. Hand denial (Stupor and Funeral Charm), card advantage (Necropotence), and Drain Life will aid the control process.

Sliver Decks

One of the harder Regionals decks to pin down will be the Sliver deck, which employs *Stronghold's* army of Slivers. It's not often you get a quality 2/2 creature with an awesome ability for only two mana. Well, now they're plentiful and each wears a big fat *S* on its chest. All Sliver decks will have a splash of green in order to use the greatest sliver of all—Muscle Sliver. Other popular slivers will be Crystalline Sliver (untargetable slivers stink when you're on the other side of the table), Acidic Sliver (even if you can target it, I'll sacrifice it to deal damage to you in response), and the Victual Sliver (or I'll gain 4 life). Most successful Sliver decks will employ three to four colors, though Five-color decks with an emphasis on green and black will also be popular. The only thing worse than a visit from the sliver horde could be a visit from the Queen!

—Jack Lewis Stanton

1998 U.S. Regional Championship Tournaments

All U.S. Regional Championship tournaments will be held on Saturday, May 16. Check the list below to find the nearest event:

Region	Location	Contact
Alaska	Anchorage, AK	907-274-4112
Great Plains	Lincoln, NE	402-434-5056
Hawaii	Honolulu, HI	808-596-8236
Mid-Atlantic	Washington, D.C.	301-881-3530
Midwest	Chicago, IL	847-222-1994
Mountain	Salt Lake City, UT	801-968-6365
New England	Boston, MA	617-666-5799
Northeast	New York, NY	212-633-1288
Northwest	Seattle, WA	206-675-1608
Northern California	Bay Area, CA	650-947-0398
Ohio Valley	Columbus, OH	800-529-3976
South	Dallas, TX	316-946-1055
Southeast	Atlanta, GA	770-753-0030
Southern California	Los Angeles, CA	714-444-4566
Southwest	Albuquerque, NM	505-265-6100

REGISTRATION INFORMATION

To preregister for a U.S. Regional Championship, please call the local tournament contact by 5:00 P.M. on Wednesday, May 13. Advance registration is $18; onsite registration is $20.

Canadian Regional Championships

The dates for the remaining Canadian Regional Championship tournaments vary by region; check the list below to find out where and when your local tournament will be held:

	Region	Location	Contact
5/9	Eastern Ontario	Toronto, ON	905-524-5725
5/16	Western Canada	Vancouver, BC	604-521-4471
5/24	Southern Ontario	London, ON	905-524-5725
5/30	Quebec	Montreal, QC	514-849-5896
5/30	Central Canada	Winnipeg, MT	204-475-9608

Note: The Alberta and Maritimes Regional Championships were held earlier in May.

REGISTRATION INFORMATION

To preregister for a Canadian Regional Championship, please call the local tournament contact no later than the Wednesday before the tournament date. Advance registration is $25; onsite registration is $27 (all prices in Canadian dollars).

Team Play SANCTIONED BY DCI

Could you and your friends conquer the world (or your local comic and card shop) working as a team with only four Incinerates combined? Or how about drafting individually in a Rochester Draft event, but pooling your selections with your buddies for deck construction? Get ready for more choices, strategic challenges, and opportunities as the DCI begins sanctioning team tournaments on May 1.

The Basics

The goal of sanctioned team play and DCI team ratings is to measure how well a particular group of players works together. Teams live or die in competition as a unit—only the team receives a rating and ranking—so no merit badges or ratings points are given to individuals within a team for personal performance. That's what "singles" play is for.

Once you put together your team, you'll need to choose a captain and assign a position to each of your players in any order you choose. In team competition, you face the opposition according to your positions. For example, if you are positioned second, you will always play a match against the second-positioned player from the opposing team. At the end of each round, player match results are added together for each team. The team with more match wins than its opponent takes the round win, which counts toward a team's DCI rating and advances it through the tournament.

Given the emphasis on a team's ability to work as a unit, each team must have the same composition of members at each tournament for the results to count toward that team's rating. If a player changes, or if a different DCI number is used by one or more players, the group will be considered a new team by the DCI and the results will not count toward the initial team's rating. Players can join multiple teams, however, so if the old group wants to do a reunion tour, they can pick up where they left off.

Team Size

Each team participating in an event must have the same number of players, so organizers must sanction events using a particular team size—either two, three, or five players per team. Each sanctioned event must have at least four teams participating for it to count toward ratings.

If a player has to drop out or is disqualified after an event has started, the team may continue throughout the event, but it receives one match loss per round for each player it is short. For example, if a medical emergency forces a player on a three-person team to drop out of a tournament during play, the remaining two team members can continue in the tournament. However, they both have to win their matches in order for the team to earn a round win because they begin each round with one match loss against them. But hey, what better bragging material than saying you won a three-player team tournament with only two players!

Ratings Categories

Just as in singles competition, all Limited formats (including Sealed Deck, Rochester Draft, and Booster Draft) contribute to a team's Limited rating. In addition, all existing Constructed formats (Classic, Classic-Restricted Extended, and Standard) are eligible for team events, but results from all of these formats will be merged into one team Constructed rating. See the sidebars for more information on Constructed and Limited team events.

Other Benefits of Team Play

Participating in this new kind of sanctioned tournament opens many exciting opportunities for **Magic** players—from a higher level of camaraderie and experience to possible sponsorships. And it's possible your team could work its way up the ratings ladder and attract a sponsorship from your local card and comics shop or even a corporation. The door to new opportunities opens much wider on May 1, so get ready.

—R.E. Dalrymple

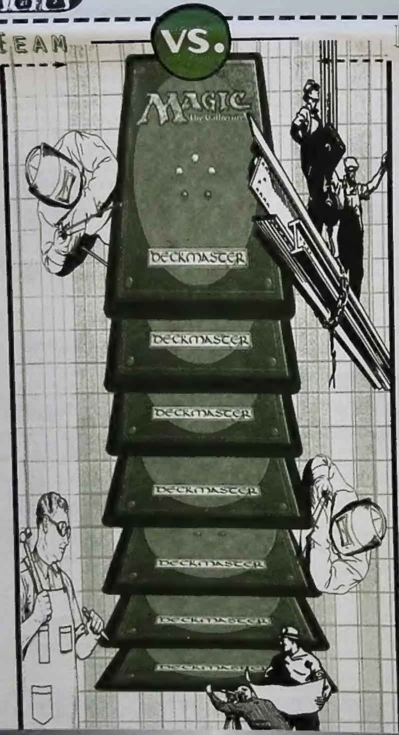
CONSTRUCTED TEAM EVENTS

There are two variants of Constructed team play, and the only difference between the two is the degree to which card limits affect the decks used, such as the four-card limit or a given format's Restricted List.

In the Unified Team Constructed format, card limits are applied to the entire team as if it were a single player. In other words, only one of each restricted card is allowed per team, and only four of any card except basic lands. It's likely you'll have to bargain, plead, and whimper to keep those deckbuilding staples where you need them. This variant requires team members to work together to find the right mix of cards for everyone, and if two players plan on using the same colors, they're going to have to compromise.

Just in case you aren't a master of diplomacy or you prefer to build alone, there's a second Constructed team variant you can push on your local organizer—Regular Team Constructed. Card restrictions in Regular Team Constructed apply to each player, just as they do in the weekly singles tournament that's been taking place at your local gaming shop for years. Only this time, you can team up with your friends and work together. In this format you all compete using the same decks. The sense of teamwork isn't lost in Regular Team Constructed, it just has a different feel.

The benefits of working together as a team in **Magic** are well documented. Members of existing teams share deckbuilding concepts without worrying about the design leaking out to the masses too early. This allows them to try new ideas and work together in ways that help their players put together the best decks for a competition. With sanctioned team play, these teams now get the benefit of being recognized for their abilities beyond the performances of individual members—they can now be rated and ranked to see which team best prepares together.



LIMITED TEAM EVENTS

Take your new-found allies into the Limited environment for even more fun. The cards available in your normal, everyday Sealed Deck event expand dramatically—but you'll have to use your diplomacy skills to get the cards you want. Each player is issued the same amount of sealed product in this Limited format. However, instead of each team member building a deck from the cards he or she receives, team members pool cards and build from the pool. Of course, your team is going to get some cards that every player wants, so it's up to you to decide who gets to play with what.

Two variants of Booster and Rochester Draft exist for team play. In the first, teammates are placed into separate drafting pods. Whenever possible, identically positioned players should be placed in the same drafting pod. For example, in a tournament of eight three-person teams, all team captains would be placed together in an eight-player pod. Organizers may choose to allow teams to build decks from the combined pool of cards drafted by all teammates, as mentioned above, or the more conventional format in which players build decks with the cards they draft individually.

If the tournament calls for a shared pool, you and your new-found team members can develop a drafting strategy before the event—like picking a color or two to focus on during the draft. Do you pass on the red staple your team needs, or do you take the Counterspell that would help your personal deck? Oh, the decisions of teamwork!

Coordinators have yet another option available when it comes to placing teams in pods—they may place whole teams in one pod with other teams. For example, you may place four two-player teams in one drafting pod. In this variant, team members are not allowed to pool their cards, so you get to witness first-hand just how good (or bad) your teammates can draft in the heat of battle. How do you say, "You idiot!" using only your eyebrows? The full-team pod option should only be used with two- or three-player teams because the DCI recommends pods have between six and eight players in each.

DCI Digest

Magic Rulings & Errata

A SUMMARY OF RECENT, SIGNIFICANT RULINGS

General Rules

Infinite Combinations
There is no such thing as "infinity" in **Magic**. Most so-called "infinite combinations" are completely under the control of a player. For example, the Earthcraft - Wild Growth - Sacred Mesa loop allows a player to generate as many Wild Pegasus tokens as he or she wants, but each one requires a separate action. For all such cases, the player must demonstrate the cycle, then state how many times he or she wishes to perform the action. This may be any positive integer. If the opponent does nothing to interfere, those actions occur the stated number of times. This rule does not apply to loops containing elements not under player control (such as coin flipping or deck shuffling) that the player wants to repeat until some certain condition occurs, rather than a specific number of times. The Rules team has not yet reached any consensus on handling these situations; for now, it will be up to the head judge at a given tournament.

In a few cases, conditions in the game generate a loop not under control of the players. For example, if an Ivory Gargoyle is destroyed when Æther Flash is in play, then at the end of the turn it starts an endless cycle of returning to play, taking lethal damage, and being destroyed again. In these cases, after demonstrating the cycle, each player states a number as described above. As always, the active player chooses first. The cycle repeats as many times as the largest number chosen, and then stops.

This also resolves certain "impossible" positions, which previously required specific rulings. In the Ivory Gargoyle - Æther Flash case, the Gargoyle will end up in the graveyard no matter how many times the cycle is repeated. Similarly, if one player has Sacred Ground in play and the other has Land Equilibrium, when the first player puts an excess land into play, it triggers a cycle of sacrificing a land and then returning it to play. Ultimately the land will remain in play.

Removal of Abilities
Some effects—Humility's in particular, along with those of the "copy cards" (see below)—remove abilities but not effects. To determine whether an enchantment or continuous effect grants an ability (which can be removed), look at the specific wording on the source card. If it says that the permanent "gains" something, the source is granting the permanent an ability; if the permanent "loses" something, it is removing an ability. If those key words aren't present, then the card simply produces an effect applying to the permanent—removing the permanent's abilities will not change that fact. For example, Humility will counteract Flight (which grants the flying ability), but not Pacifism (a continuous effect). Note that this reverses a ruling made at Pro Tour–Los Angeles.

General Destruction
Destruction caused by a general rule of **Magic** rather than by a spell or ability is not controlled by any player. In particular, lands destroyed by the "legendary burial" rule or by lethal damage (including reducing their toughness to 0) will not trigger Sacred Ground's ability.

Naming Creatures
Until now, whenever a card asked you to choose a color, land type, card name, or creature type, you had to choose one that actually exists in the set of existing **Magic** cards. We are relaxing the "creature type" part of this rule. It is now legal to choose any creature type, whether or not it exists in **Magic**. However, you can only use nouns, and they cannot have another meaning in **Magic**. For example, you could use Volrath's Laboratory to create Platypus token, but you could not name a token "opponent" or "land. " Note that choosing a name that is slanderous, obscene, or otherwise offensive is poor sportsmanship and may result in ejection from a tournament.

Triggered Abilities
There are two distinct types of abilities that trigger when a card comes into play. The first type, worded "When <name of this card> comes into play," triggers only on its own card coming into play. After that, the ability is inactive. The second type, worded "Whenever <description of a class of permanents> comes into play," creates a continuous effect that lasts as long as its card is in play and watches for anything matching the description. Cards with this second type of ability cannot trigger when they come into play, or when anything enters play simultaneously with them, since they're not yet in play to "see" the event. For example, if two Mogg Bombers enter play simultaneously (say via Living Death), neither one of them will trigger.

Errata

1. Cannibalize should read "Choose a player and two target creatures controlled by that player. Remove one of those creatures from the game and put two +1/+1 counters on the other. " The original wording was unclear about what should happen if the two creatures were controlled by different players when the spell resolved. With this wording, the spell still affects the creature controlled by the chosen player, but not the other creature.

2. Fungus Elemental should read "When Fungus Elemental comes into play, it gains '●, Sacrifice a forest: Put a +2/+2 counter on Fungus Elemental' until end of turn. " *This change removes an odd interaction with phasing.*

COPY CARDS

In order to simplify the convoluted rulings about permanents that copy cards or tokens, the Rules team has repealed all of the existing body of special-case rulings for these cards and replaced them with the following rulings and errata.

1. When something copies a card or token, it reads all the base characteristics of the card or token, ignoring any changes made by other spells or abilities. Those characteristics become base characteristics of the copying permanent. In most cases, this means it will inherit exactly what's printed on the copied card (or governing text on the card that generated a copied token). However, if one permanent copies another that is already copying something else, it will copy the copied characteristics. Similarly, if a permanent copies something that sets its base characteristics when entering play, such as Primal Clay, it will copy the existing characteristics rather than allow you to choose new ones.

2. If a permanent has an ability with a usage restriction (for example "Use this ability only once per turn" or "You cannot spend more than <amount of mana> in this way each turn") and it becomes a copy of something else with the same ability, the restriction carries over to the new copy of the ability. That is, you can't get around the restriction by duplicating the ability.

3. If a permanent copies a legend already in play, it is treated as the newer of the two and sacrificed, even if it has been in play longer than the copied legend.

COPY CARD ERRATA

Clone comes into play as a copy of target creature card or creature token.

Copy Artifact comes into play as a copy of target artifact card or artifact token, but also counts as a global enchantment.

Dance of Many: During your upkeep, pay ● ● or bury Dance of Many. When you play Dance of Many, choose target summon card. When Dance of Many comes into play, put a token creature into play and treat it as a copy of that summon card. If either Dance of Many or the token creature leaves play, bury the other.

Echo Chamber: 4, ↷: An opponent chooses target creature card or creature token he or she controls. Put a token creature into play and treat it as a copy of that card or token. The token creature is unaffected by summoning sickness this turn. At end of turn, remove the token creature from the game. Play this ability as a sorcery.

Fork resolves as a copy of target instant or sorcery spell, except that it does not copy that spell's color. When you play Fork, choose all targets required by the copy. *(You cannot change other choices made by the original caster.)*

Unstable Shapeshifter: *Whenever any creature card or creature token comes into play, Unstable Shapeshifter becomes a copy of that card or token and gains this ability.*

Vesuvan Doppelganger comes into play as a copy of target creature card or creature token, except that it does not copy that creature's color, and gains "0: Vesuvan Doppelganger loses all abilities and becomes a copy of target creature card or creature token, except that it does not copy that creature's color and gains this ability. Use this ability only during your upkeep and only once per turn. "

Volrath's Shapeshifter: As long as the top card of your graveyard is a creature card, Volrath's Shapeshifter is a copy of that card with this ability and the ability "2: Choose and discard a card" added to it. Any undefined characteristics are not copied. 2: Choose and discard a card.

EXAMPLES OF COPY CARD EFFECTS

Here are a few notable effects of these changes.

These are not new rules, just the results of repealing the old special-case rules and applying the new rules to existing cards.

1. When a Doppelganger or Shapeshifter changes form, it does not trigger abilities that depend on cards leaving play. Likewise, counters and effects granted by abilities of the previous form are not removed from it. (The new form still does not trigger "comes into play" abilities—these rulings do not change this.)

2. Whenever a card refers to itself by name, it means "this card" even if its name changes. This rule applies to Doppelgangers and Shapeshifters too. For example, if a Shapeshifter copies a Thalakos Dreamsower and uses the copied card's ability, then changes to another form, the targeted creature will still remain tapped as long as the Shapeshifter card remains tapped.

3. Copy cards do not retain any of their own characteristics except those specified in the card text. If one copies an artifact creature, for example, it is no longer a legal target for spells or abilities that target summon cards.

4. Vesuvan Doppelganger does not "remember" which creature it copied—it can recopy the same creature next turn.

5. If a Doppelganger is copying a creature with an upkeep cost, it cannot shift forms before paying the upkeep. If it copies a creature with cumulative upkeep, and later shifts to a different creature with cumulative upkeep, the old cumulative upkeep counters apply to the new form's upkeep cost.

For example, a Doppelganger copies a Firestorm Hellkite (cumulative upkeep ● ●) and remains in that form through three upkeep payments, gaining three cumulative upkeep counters. If it then shifts *to copy a Soldevi Simulacrum (cumulative upkeep 1), its next upkeep payment will be 4.*

6. If a Vesuvan Doppelganger, Unstable Shapeshifter, or Volrath's Shapeshifter copies another of those three, its next shift will completely eliminate one set of abilities. For example, say Volrath's Shapeshifter is in play and copying the top card of the graveyard, an Unstable Shapeshifter. Now I summon Grizzly Bears. This triggers the Unstable Shapeshifter's ability: lose all abilities, copy the Grizzly Bears, and gain the Unstable Shapeshifter's ability. The result is a card with the artwork of Volrath's Shapeshifter but the function of an Unstable Shapeshifter, as long as the card remains in play.

7. Effects of Sleight of Mind, Magical Hack, etc. are not copied.

8. If Volrath's Shapeshifter is in play and Minion of the Wastes is the top card of the graveyard, the Shapeshifter will become a 0/1 Minion of the Wastes, since the copied card has undefined power and toughness while it is not in play.

—Beth "BethMo" Moursund
***Magic** Rules Manager*

Complete DCI Banned & Restricted Lists

Valid as of April 1, 1998

All Formats
Any ante card contained in any newly released card set is banned.

Classic (Type I) Banned List
Amulet of Quoz
Bronze Tablet
Channel
Chaos Orb
Contract from Below
Darkpact
Demonic Attorney
Divine Intervention
Falling Star
Jeweled Bird
Mind Twist
Rebirth
Shahrazad
Tempest Efreet
Timmerian Fiends

Classic (Type I) Restricted List
Ancestral Recall
Balance
Berserk
Black Lotus
Black Vise
Braingeyser
Demonic Tutor
Fastbond
Fork
Ivory Tower
Library of Alexandria
Maze of Ith
Mirror Universe
Mox Emerald
Mox Jet
Mox Pearl
Mox Ruby
Mox Sapphire
Recall
Regrowth
Sol Ring
Strip Mine
Time Walk
Timetwister
Underworld Dreams
Wheel of Fortune

Classic-Restricted (Type 1.5) Banned List
Amulet of Quoz
Ancestral Recall
Balance
Berserk
Black Lotus
Black Vise
Braingeyser
Bronze Tablet
Candelabra of Tawnos
Channel
Chaos Orb
Contract from Below
Copy Artifact
Darkpact
Demonic Attorney
Demonic Tutor
Divine Intervention
Falling Star
Fastbond
Feldon's Cane
Fork
Ivory Tower
Jeweled Bird
Library of Alexandria
Maze of Ith
Mind Twist
Mirror Universe
Mishra's Workshop
Mox Emerald
Mox Jet
Mox Pearl
Mox Ruby
Mox Sapphire
Rebirth
Recall
Regrowth
Shahrazad
Sol Ring
Strip Mine
Tempest Efreet
Time Walk
Timetwister
Timmerian Fiends
Underworld Dreams
Wheel of Fortune
Zuran Orb

Extended Banned List
Any cards from the following basic sets are banned unless they are reprinted in a legal set, limited or otherwise:
Alpha
Beta
Unlimited

Any cards from the following limited-edition expansion sets are banned unless they are reprinted in a legal set, limited or otherwise:
Arabian Nights
Antiquities
Legends

Specific Cards:
Balance
Black Vise
Braingeyser
Channel
Demonic Tutor
Fastbond
Hypnotic Specter
Ivory Tower
Kird Ape
Mana Crypt
Maze of Ith
Mind Twist
Regrowth
Serendib Efreet
Sol Ring
Strip Mine
Wheel of Fortune
Zuran Orb

***Ice Age*-Block Banned List**
Amulet of Quoz
Thawing Glaciers
Zuran Orb

Standard (Type II) Banned List
Any cards from the following basic sets are banned unless they are reprinted in a legal set, limited or otherwise:
Alpha
Beta
Unlimited
Revised
Fourth Edition

Any cards from the following limited-edition expansion sets are banned unless they are reprinted in a legal set, limited or otherwise:
Arabian Nights
Antiquities
Legends
The Dark
Fallen Empires
Ice Age
Homelands
Alliances

No specific cards are currently banned in the Standard format.

***Mirage*-Block Banned List**
Squandered Resources

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Collector's Hideaway
Juneau, AK (907) 463-4807

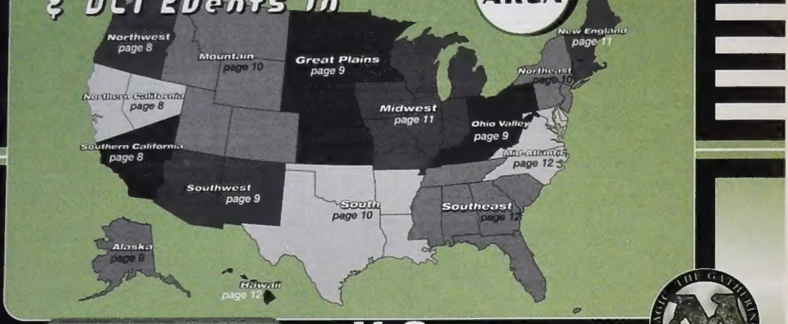
yers (Limited)

yers (Standard)

THE Sideboard

U.S. Regional News

Arena League Sites & DCI Events in YOUR AREA



Key to Format Codes

- CL -Classic [includes Classic (Type I) and Classic Restricted (Type 1.5)]
- EX -Extended [includes Extended and *Ice Age* Block]
- LT -Limited [includes Sealed Deck and Draft]
- ST -Standard [includes Standard (Type II), *Mirage* Block, and Rath Cycle Block]

U.S. Map Key

Northwest

DCI Sanctioned Events

5/16	ST	Bat Caves - Standard Tournament	Vancouver, WA	(360) 694-4947
5/16	ST	Merlin's Starship Sanctioned Tourney	Portland, OR	(503) 244-6111
5/16	ST	The Wizard's Realm's Weekly Tournament	Spokane, WA	(509) 489-2418
5/17	ST	Dare to Gather	Pullman, WA	(509) 332-0603
5/23	ST	Bat Caves - Standard Tournament	Vancouver, WA	(360) 694-4947
5/23	LT	The Wizard's Realm's Weekly Tournament	Spokane, WA	(509) 489-2418
5/24	EX	Dare to Gather	Pullman, WA	(509) 332-0603
5/30	ST	Bat Caves - Standard Tournament	Vancouver, WA	(360) 694-4947
5/30	ST	Merlin's Starship Sanctioned Tourney	Portland, OR	(503) 244-6111
5/30	ST	The Wizard's Realm's Weekly Tournament	Spokane, WA	(509) 489-2418
5/31	EX	Dare to Gather	Pullman, WA	(509) 332-0603
6/6	**LT**	**Exodus Prerelease**	**Seattle, WA**	**(206) 675-1608**
6/7	LT	Dare to Gather	Pullman, WA	(509) 332-0603

Arena League Sites

Albany Sports Cards
Albany, OR (541) 928-1006

Mega Comics & Cards
Aloha, OR (503) 848-6465

Awesome Cards & Comics
Beaverton, OR (503) 297-0910

Cosmic Comic
Bellingham, WA
(360) 734-8058

Eagle's Games
Bellingham, WA
(360) 671-1913

Cliff's Comic World
Bremerton, WA
(360) 876-1606

Discordia Games
Bremerton, WA

Moor Games
Grants Pass, OR
(541) 479-2552

The Hobby Habit
La Grande, OR
(018) 009-6396

Invincible Wargames
Medford, OR (541) 773-4062

The Magic Store
Oak Harbor, WA
(360) 679-2923

First Base Trading Cards
Port Orchard, WA
(360) 876-5193

Eternal Elysium
Portland, OR
(503) 761-4420

Games Plus - III
Seattle, WA (206) 933-8797

Wizards Of The Coast Game Center
Seattle, WA (206) 675-1608

Bray's Book Room
Silverton, OR (503) 873-9227

Gorilla Bob's
Spokane, WA (509) 468-3974

Mission Games
Sumas, WA (604) 820-3224

Northwest Sportscards
Tacoma, WA (206) 564-5139

Nybbles And Bytes
Tacoma, WA (206) 475-5938

By the Book
mater, WA (360) 352-3664

Cave Cards & Comics
couver, WA
) 694-4947

le Games
atchee, WA
3) 663-7265

es Plus
dinville, WA
6) 485-7296

ame Center
e schedule
er events.

Just in case you aren't a master of diplomacy or you prefer to build alone, there's a second Constructed team variant you can push on your local organizer—Regular Team Constructed. Card restrictions in Regular Team Constructed apply to each player, just as they do in the weekly singles tournament that's been taking place at your local gaming shop for years. Only this time, you can team up with your friends and work together. In this format you all compete using the same decks. The sense of teamwork isn't lost in Regular Team Constructed, it just has a different feel.

The benefits of working together as a team in **Magic** are well documented. Members of existing teams share deckbuilding concepts without worrying about the design leaking out to the masses too early. This allows them to try new ideas and work together in ways that help their players put together the best decks for a competition. With sanctioned team play, these teams now get the benefit of being recognized for their abilities beyond the performances of individual members—they can now be rated and ranked to see which team best prepares together.

Northern California

DCI Sanctioned Events

5/15	EX	Extended Tournament	Santa Rosa, CA	(707) 546-2000
5/15	LT	Friday at First!	Hayward, CA	(510) 582-1893
5/16	CL	Bat Comics - Classic Restricted	Chico, CA	(916) 898-0550
5/16	ST	Gamer's Nest Monthly Tournament	Elko, NV	(702) 778-0484
5/16	ST	Pumpkin Fest	Turlock, CA	(209) 634-0442
5/16	ST	Wizard's Joust Standard	Santa Rosa, CA	(707) 579-9363
5/17	LT	Ace Computers' Booster Draft	Santa Rosa, CA	(707) 575-5797
5/17	ST	Area 51's Weekly Standard	Fresno, CA	(209) 222-5301
5/17	ST	KK's Sanctioned Sunday	Pleasanton, CA	(510) 734-0141
5/22	CL	Classic Restricted Tournament	Santa Rosa, CA	(707) 546-2000
5/22	LT	Friday at First!	Hayward, CA	(510) 582-1893
5/23	ST	KK's at Game Con I	Pleasanton, CA	(510) 463-8000
5/23	EX	Wizard's Joust Extended	Santa Rosa, CA	(707) 579-9363
5/24	LT	Ace Computers' Limited Tournament	Santa Rosa, CA	(707) 575-5797
5/24	ST	Area 51's Weekly Standard	Fresno, CA	(209) 222-5301
5/29	EX	Extended Tournament	Santa Rosa, CA	(707) 546-2000
5/29	LT	Friday at First!	Hayward, CA	(510) 582-1893
5/29	EX	Wizard's of the Redwood Empire	Santa Rosa, CA	(707) 575-5797
5/30	LT	KK's Sanctioned Saturday	Pleasanton, CA	(510) 734-0141
5/30	LT	Pumpkin Fest	Turlock, CA	(209) 634-0442
5/31	LT	Ace Computers' Booster Draft	Santa Rosa, CA	(707) 575-5797
5/31	ST	Area 51's Weekly Standard	Fresno, CA	(209) 222-5301
5/31	EX	KK's Sanctioned Sunday	Pleasanton, CA	(510) 734-0141
6/5	CL	Classic Restricted Tournament	Santa Rosa, CA	(707) 546-2000
6/5	LT	Friday at First!	Hayward, CA	(510) 582-1893
6/5	EX	Wizard's of the Redwood Empire	Santa Rosa, CA	(707) 575-5797
6/6	CL	Bat Comics - Classic Restricted	Chico, CA	(916) 898-0550
6/6	**LT**	**Exodus Prerelease**	**San Francisco, CA**	**(650) 947-8398**
6/6	LT	Wizard's Joust Limited	Santa Rosa, CA	(707) 579-9363
6/7	LT	Ace Computers' Limited Tournament	Santa Rosa, CA	(707) 575-5797
6/7	ST	Area 51's Weekly Standard	Fresno, CA	(209) 222-5301
6/12	EX	Extended Tournament	Santa Rosa, CA	(707) 546-2000
6/12	LT	Friday at First!	Hayward, CA	(510) 582-1893
6/13	ST	Gamer's Nest Monthly Tournament	Elko, NV	(702) 778-0484
6/13	LT	Wizard's Joust Booster Draft	Santa Rosa, CA	(707) 579-9363
6/14	LT	Ace Computers' Booster Draft	Santa Rosa, CA	(707) 575-5797
6/14	ST	Area 51's Weekly Standard	Fresno, CA	(209) 222-5301

Arena League Sites

Games Of Berkeley
Berkeley, CA (510) 540-7822

J&J Sports Cards
Cameron Park, CA
(916) 672-2528

Adventures In Comics And Games
Carmichael, CA
(916) 973-9064

PJ Cards and Comics
Concord, CA (510) 687-1924

North Coast Role Playing
Eureka, CA (707) 444-2288

The Next Dimension
Fallon, NV (702) 423-3020

Scenario Game & Hobby Shop
Fremont, CA (800) 792-9138

Comic Dreams
Manteca, CA (209) 823-7393

World Of Comics
Manteca, CA (209) 824-2775

Match Play Game And Computer Center
Mountain View, CA
(415) 962-8648

The Comic Bizaare
Rancho Cordova, CA
(916) 638-4975

The Playground
Redding, CA (530) 221-7521

Hit & Run Sports Collectibles & Gam
Reno, NV (702) 826-0606

A-1 Comic Roseville
Roseville, CA
(916) 783-8005

ABC Collectible Cards
Sacramento, CA
(916) 344-8222

Better Games
Sacramento, CA
(916) 922-1025

Dragon's Den - Sacramento
Sacramento, CA
(916) 362-2282

Great Escape Games
Sacramento, CA
(916) 927-0810

Ballpark Sports Cards
San Francisco, CA
(415) 759-5363

Sc Sports Cards
San Jose, CA (408) 363-8697

Ace Computers And Games
Santa Rosa, CA
(707) 575-5797

Castle Games
Santa Rosa, CA
(707) 579-9363

Clark's Trading Comics & Cards
Santa Rosa, CA
(707) 586-3000

Triple C
Scotts Valley, CA
(408) 438-7032

Komickazee
Turlock, CA (209) 634-0442

Top 10 Players (Limited)

Seattle, WA	1848	1	Terry L. [illegible]	San Lorenzo, CA	[illegible]	6	[illegible]	Mountain View, CA	[illegible]
Kent, WA	1844	2	Brian Weissman	Palo Alto, CA	[illegible]	7	[illegible] Jennings	Carmichael, CA	[illegible]
Seattle, WA	[illegible]	3	Casey McCarrel	Lafayette, CA	[illegible]	8	[illegible]	Palo Alto, CA	[illegible]
Bellingham, WA	1831	4	[illegible]	San Francisco, CA	[illegible]	9	[illegible]	Berkeley, CA	[illegible]
Seattle, WA	[illegible]	5	[illegible]	[illegible]	[illegible]	10	[illegible]	San Francisco, CA	[illegible]

Top 10 Players (Standard)

[illegible], WA	[illegible]	1	Casey McCarrel	Lafayette, CA	2010	6	Collin C. [illegible]	Citrus Heights, CA	[illegible]
East Wenatchee, WA	[illegible]	2	[illegible]	Fresno, CA	[illegible]	7	Ed [illegible]	Berkeley, CA	[illegible]
Seattle, WA	[illegible]	3	[illegible] E. [illegible]	San Francisco, CA	[illegible]	8	Brian Weissman	Palo Alto, CA	[illegible]
Vancouver, WA	[illegible]	4	Jeff A. [illegible]	San Jose, CA	1821	9	Adam C. Pepper	Chico, CA	[illegible]
[illegible], WA	[illegible]	5	[illegible]	San Ramon, CA	[illegible]	10	Chris [illegible]	San Jose, CA	[illegible]

Southern California

DCI Sanctioned Events

5/15	LT	Slam Pit's Fri Limited	N Hollywood, CA	(818) 763-4748
5/16	EX	All Star's Tournaments	Los Angeles, CA	(310) 652-2904
5/16	LT	All Star's Tournaments	Los Angeles, CA	(310) 652-2904
5/16	LT	Saturday Evening Tournaments	Lancaster, CA	(805) 723-3999
5/16	EX	You Con 32	Simi Valley, CA	(805) 581-6331
5/16	LT	You Con 32	Simi Valley, CA	(805) 581-6331
5/17	LT	Metro Comic's Weekly Booster Draft	Santa Barbara, CA	(805) 963-2168
5/17	LT	Metro Comic's Weekly Limited	Santa Barbara, CA	(805) 963-2168
5/17	EX	Slam Pit's Sun extended	N Hollywood, CA	(818) 763-4748
5/17	LT	Slam Pit's Sun Limited	N Hollywood, CA	(818) 763-4748
5/17	ST	Slam Pit's Sun Standard	N Hollywood, CA	(818) 763-4748
5/17	ST	Standard Tournament	San Diego, CA	(619) 239-7166
5/17	ST	Sunday Forever - Standard Tournament	Porterville, CA	(209) 781-7007
5/17	ST	Sunday Magic Gathering	Riverside, CA	(909) 786-3606
5/17	LT	Artilex Sunday Limited	San Diego, CA	(619) 487-0589
5/17	ST	Artilex Sunday Standard	San Diego, CA	(619) 487-0589
5/18	ST	Game Empire Sanctioned Tournament	San Diego, CA	(619) 574-6740
5/19	LT	Artilex Tuesday Limited	San Diego, CA	(619) 487-0589
5/22	LT	Slam Pit's Fri Limited	N Hollywood, CA	(818) 763-4748
5/23	LT	Saturday Evening Tournaments	Lancaster, CA	(805) 723-3999
5/24	LT	Manhattan Gathering	Manhattan Beach, CA	(310) 545-5621
5/24	ST	Manhattan Gathering	Manhattan Beach, CA	(310) 545-5621
5/24	LT	Metro Comic's Weekly Booster Draft	Santa Barbara, CA	(805) 963-2168
5/24	LT	Metro Comic's Weekly Limited	Santa Barbara, CA	(805) 963-2168
5/24	EX	Slam Pit's Sun extended	N Hollywood, CA	(818) 763-4748
5/24	LT	Slam Pit's Sun Limited	N Hollywood, CA	(818) 763-4748
5/24	ST	Slam Pit's Sun Standard	N Hollywood, CA	(818) 763-4748
5/24	ST	Standard Tournament	San Diego, CA	(619) 239-7166
5/24	ST	Sunday Magic Gathering	Riverside, CA	(909) 786-3606
5/24	LT	Artilex Sunday Limited	San Diego, CA	(619) 487-0589
5/24	ST	Artilex Sunday Standard	San Diego, CA	(619) 487-0589
5/25	LT	Game Empire Sanctioned Tournament	San Diego, CA	(619) 574-6740
5/26	LT	Artilex Tuesday Limited	San Diego, CA	(619) 487-0589
5/29	LT	Slam Pit's Fri Limited	N Hollywood, CA	(818) 763-4748
5/31	LT	Metro Comic's Weekly Booster Draft	Santa Barbara, CA	(805) 963-2168
5/31	LT	Metro Comic's Weekly Limited	Santa Barbara, CA	(805) 963-2168
5/31	EX	Slam Pit's Sun extended	N Hollywood, CA	(818) 763-4748
5/31	LT	Slam Pit's Sun Limited	N Hollywood, CA	(818) 763-4748
5/31	ST	Slam Pit's Sun Standard	N Hollywood, CA	(818) 763-4748
5/31	ST	Standard Tournament	San Diego, CA	(619) 239-7166
5/31	ST	Sunday Magic Gathering	Riverside, CA	(909) 786-3606
5/31	LT	Artilex Sunday Limited	San Diego, CA	(619) 487-0589
5/31	ST	Artilex Sunday Standard	San Diego, CA	(619) 487-0589
6/1	ST	Game Empire Sanctioned Tournament	San Diego, CA	(619) 574-6740
6/2	LT	Artilex Tuesday Limited	San Diego, CA	(619) 487-0589
6/5	LT	Slam Pit's Fri Limited	N Hollywood, CA	(818) 763-4748
6/6	LT	All Star's Tournaments	Los Angeles, CA	(310) 652-2904
6/6	**LT**	**Exodus Prerelease**	**Los Angeles, CA**	**(714) 444-4586**
6/6	CL	Saturday Evening Tournaments	Lancaster, CA	(805) 723-3999
6/7	LT	Metro Comic's Weekly Booster Draft	Santa Barbara, CA	(805) 963-2168
6/7	LT	Metro Comic's Weekly Limited	Santa Barbara, CA	(805) 963-2168
6/7	EX	Slam Pit's Sun extended	N Hollywood, CA	(818) 763-4748
6/7	LT	Slam Pit's Sun Limited	N Hollywood, CA	(818) 763-4748
6/7	ST	Slam Pit's Sun Standard	N Hollywood, CA	(818) 763-4748
6/7	ST	Standard Tournament	San Diego, CA	(619) 239-7166
6/7	LT	Artilex Sunday Limited	San Diego, CA	(619) 487-0589
6/7	ST	Artilex Sunday Standard	San Diego, CA	(619) 487-0589
6/8	ST	Game Empire Sanctioned Tournament	San Diego, CA	(619) 574-6740
6/9	LT	Artilex Tuesday Limited	San Diego, CA	(619) 487-0589
6/12	LT	Slam Pit's Fri Limited	N Hollywood, CA	(818) 763-4748
6/13	ST	Saturday Evening Tournaments	Lancaster, CA	(805) 723-3999
6/13	LT	You Con 33	Simi Valley, CA	(805) 581-1331
6/13	ST	You Con 33	Simi Valley, CA	(805) 581-1331
6/14	LT	Metro Comic's Weekly Booster Draft	Santa Barbara, CA	(805) 963-2168
6/14	LT	Metro Comic's Weekly Limited	Santa Barbara, CA	(805) 963-2168
6/14	EX	Slam Pit's Sun extended	N Hollywood, CA	(818) 763-4748
6/14	LT	Slam Pit's Sun Limited	N Hollywood, CA	(818) 763-4748
6/14	ST	Slam Pit's Sun Standard	N Hollywood, CA	(818) 763-4748
6/14	ST	Standard Tournament	San Diego, CA	(619) 239-7166

Arena League Sites

The Gathering
Aliso Viejo, CA
(714) 770-2156

Xaos Games
Anaheim, CA
(714) 777-4424

All Star Games
Diamond Bar, CA
(909) 598-4700

J & B Sportscards
Escondido, CA
(760) 432-8931

Dark Star Comics
Honington Beach, CA
(714) 965-1751

Clubhouse Sports Cards
Indio, CA (760) 347-6390

Asgard Games
Las Vegas, NV
(702) 368-3389

All Star Baseball
Los Angeles, CA
(310) 652-2904

Thunder & Lightning Cards
Los Angeles, CA
(213) 341-5610

Arena League Sites (continued)

The Slam Pit
North Hollywood, CA
(818) 763-4748

Christof's The Blue Mage
Palm Springs, CA
(760) 322 1347

The Game Zone
Pasadena, CA
(818) 304-2637

A.M. Collectibles
Porterville, CA
(209) 781-7007

All Fun And Games
Riverside, CA
(909) 781-2772

Bleacher Bums
Sherman Oaks, CA
(818) 385-0855

A Hidden Fortress
Simi Valley, CA
(805) 526-6457

Hot Corner II
Simi Valley, CA
(805) 579-0312

Compu Sports C...
Thousand Oaks, CA
(805) 493-2458

Coastal Games & Hobbies
Torrance, CA (310) 325-2006

Third Planet
Torrance CA (310) 719-6727

Music Bazaar
Visalia, CA (209) 622-9310

Collectors Asylum
Westlake Village, CA
(818) 865-0374

Top 10 Players (Limited)

1	[illegible]	Whittier, CA	[illegible]	6	Brian [illegible]	San Diego, CA	[illegible]
2	John [illegible]	Tustin, CA	[illegible]	7	[illegible]	Culver City, CA	1931
3	[illegible]	Orange, CA	[illegible]	7	[illegible]	San Diego, CA	[illegible]
4	[illegible]	Claremont, CA	1961	9	Gregory [illegible]	Pasadena, CA	[illegible]
5	[illegible]	Northridge, CA	[illegible]	10	[illegible]	Lancaster, CA	[illegible]

Top 10 Players (Standard)

1	[illegible]	Northridge, CA	[illegible]	6	[illegible]	Claremont, CA	[illegible]
2	[illegible]	Lancaster, CA	[illegible]	7	Adam E. [illegible]	San Diego, CA	[illegible]
3	[illegible]	San Luis Obispo, CA	[illegible]	8	Gregory [illegible]	Pasadena, CA	[illegible]
4	Victor E. [illegible]	Lancaster, CA	[illegible]	9	Jason A. [illegible]	Lake Elsinore, CA	[illegible]
5	[illegible]	Alhambra, CA	[illegible]	10	Gary R. [illegible]	San Diego, CA	[illegible]

Great Plains

DCI Sanctioned Events

5/15	ST	Dreamer's Friday Standard	St Louis Park, MN	(612) 938-8163
5/15	ST	Gamer's Guild, Inc. Standard	Wichita, KS	(316) 522 2442
5/16	LT	Gamer's Guild, Inc. Limited	Wichita, KS	(316) 522-2442
5/16	EX	Wildcat Games Extended	Manhattan, KS	[illegible]
5/18	LT	Dreamer's Monday Limited	St Louis Park, MN	[illegible]
5/19	LT	Player's Inn's Booster Draft	Mankato, MN	[illegible]
5/20	LT	Dreamer's Wed Booster Draft	St Louis Park, MN	[illegible]
5/21	ST	Gamer's Guild, Inc. Constructed	Wichita, KS	[illegible]
5/22	ST	Dreamer's Friday Standard	St Louis Park, MN	(612) 938-8163
5/22	ST	Gamer's Guild, Inc. Standard	Wichita, KS	[illegible]
5/23	LT	Gamer's Guild, Inc. Limited	Wichita, KS	(316) 522 2442
5/23	ST	Wildcat Games - Standard	Manhattan, KS	(785) 587-1977
5/24	EX	Savage Sunday	Sioux Falls, SD	(605) 361-4343
5/25	LT	Dreamer's Monday Limited	St Louis Park, MN	(612) 938-8163
5/26	LT	Player's Inn's Booster Draft	Mankato, MN	[illegible]
5/27	LT	Dreamer's Wed Booster Draft	St Louis Park, MN	(612) 938-8163
5/28	ST	Gamer's Guild, Inc. Constructed	Wichita, KS	(316) 522-2442
5/29	ST	Dreamer's Friday Standard	St Louis Park, MN	(612) 938-8163
5/29	ST	Gamer's Guild, Inc. Standard	Wichita, KS	(316) 522-2442
5/30	LT	Gamer's Guild, Inc. Limited	Wichita, KS	(316) 522-2442
5/30	CL	Wildcat Games Classic	Manhattan, KS	(785) 587-1977
6/1	LT	Dreamer's Monday Limited	St Louis Park, MN	(612) 938-8163
6/2	LT	Player's Inn's Booster Draft	Mankato, MN	(507) 344-8820
6/3	LT	Dreamer's Wed Booster Draft	St Louis Park, MN	(612) 938-8163
6/4	ST	Gamer's Guild, Inc. Constructed	Wichita, KS	(316) 522-2442
6/5	ST	Dreamer's Friday Standard	St Louis Park, MN	(612) 938-8163
6/5	ST	Gamer's Guild, Inc. - Standard	Wichita, KS	(316) 522 2442
6/6	LT	Exodus Prerelease	Lincoln, NE	(402) 434-5056
6/6	LT	Exodus Prerelease	Minneapolis, MN	(920) 484-3006
6/6	LT	Exodus Prerelease	Wichita, KS	(316) 946-1055
6/6	LT	Gamer's Guild, Inc. Limited	Wichita, KS	(316) 522-2442
6/8	LT	Dreamer's Monday Limited	St Louis Park, MN	(612) 938-8163
6/9	LT	Player's Inn's Booster Draft	Mankato, MN	(507) 344-8820
6/10	LT	Dreamer's Wed Booster Draft	St Louis Park, MN	(612) 938-8163
6/11	ST	Gamer's Guild, Inc. Constructed	Wichita, KS	(316) 522-2442
6/12	ST	Dreamer's Friday Standard	St Louis Park, MN	(612) 938-8163
6/12	ST	Gamer's Guild, Inc. Standard	Wichita, KS	(316) 522-2442
6/13	LT	Gamer's Guild, Inc. Limited	Wichita, KS	(316) 522 2442

Arena League Sites

C & L Baseball Cards
Beatrice NE (402) 228-2280

Fisher's Variety
Bonner Springs, KS
(913) 441 1819

Twin City Comics
Columbia Heights, MN
(612) 572-8768

Collector's Connection
Duluth, MN (218) 722-9551

Air Traffic Kites & Games
Edina, MN (612) 928-8010

Source Comics And Games
Falcon Heights, MN
(612) 645-0386

Pulp Fiction
Forest Lake, MN
(612) 464-1777

First & 10 Inc
Inver Grove Heights, MN
(612) 457-5948

Comic Corner Lawrence
Lawrence, KS (785) 841-4294

Comic Corner Inc
Lawrence, KS
(913) 841-4294

Comic Market
Lawrence, KS (913) 832-8556

Hobbytown USA #1
Lincoln, NE (402) 434-5056

Gatekeeper Hobbies 2
Manhattan, KS
(785) 539-4539

Wildcat Cards
Manhattan, KS
(913) 587 1977

Red Dragon Hobby
Minneapolis, MN
(612) 724 2805

Sportscard & Comic Exchange
Minneapolis, MN
(612) 722 9066

C & M Sportscards
Minot, ND (701) 839-0071

Collectors Cache
Overland Park, KS
(913) 648-0446

Goblin Games
Overland Park, KS
(913) 649-2201

Black Hills Magic
Rapid City, SD (605) 355-0261

Collectors Pair Of Dice
Salina, KS
(913) 827 1133

The Arena Salina
Salina, KS
(913) 823-3177

Tri-City Sportscards & Memorbilia
Shoreview, MN
(612) 490-3354

Dragon's Den
Sioux Falls, SD
(605) 361-4343

Dreamers Sportscards And More
St Louis Park, MN
(612) 938-8163

The Gatekeeper
Topeka, KS (913) 232-3429

Gem's Tournament Center
Wichita, KS (316) 522-2442

Prime Time Sportscards
Wichita, KS (316) 838-1902

Realms of Fantasy
Wichita, KS (316) 687-4263

Top 10 Players (Limited)

1	[illegible]	[illegible]	2027	6	Brady Williams	Moorhead, MN	[illegible]
2	Brian M. Loyacano	Auburn, NE	[illegible]	7	Craig S. Phillips	Grand Forks, ND	[illegible]
3	Gary Ferguson	New Hope, MN	[illegible]	8	Chris McMahon	Fremont, NE	[illegible]
4	Dale Taylor	St. Louis Park, MN	[illegible]	9	Charles Jack	Minneapolis, MN	[illegible]
5	Francis Keys	Minneapolis, MN	[illegible]	10	Greg Weldeck	Wichita, KS	[illegible]

Top 10 Players (Standard)

1	Craig S. Phillips	Grand Forks, ND	[illegible]	6	Alan Smith	Shawnee, KS	[illegible]
2	Gary Ferguson	New Hope, MN	[illegible]	7	Austin L. Vaughn	Leawood, KS	[illegible]
3	[illegible]	Big Lake, MN	[illegible]	8	Greg Weldeck	Wichita, KS	[illegible]
4	[illegible]	Wichita, KS	[illegible]	9	Richard M. Van Cleave	Strasburg	[illegible]
5	[illegible]	St. Louis Park, MN	[illegible]	10	Justin E. [illegible]	Lincoln, NE	[illegible]

Ohio Valley

DCI Sanctioned Events

5/15	EX	Friday Store Championship	Rocky River, OH	[illegible]
5/15	LT	Reality Recess' Fri Limited	N Olmsted, OH	(440) 779-7008
5/16	ST	ACC Power Plays	Radcliff, KY	(502) 352-2467
5/16	ST	Saturday Standard	Rocky River, OH	(440) 895-1224
5/16	LT	Wizard's Den	Monroe, OH	(513) 520-1142
5/17	ST	Game Trader's Sunday Standard	Cuyahoga Falls, OH	(330) 922-4263
5/17	ST	Hawkeye's Weekly Standard	Springfield, OH	(937) 323-8686
5/19	ST	Reality Recess' Tues Standard	N Olmsted, OH	[illegible]
5/19	ST	Tuesday Weekly	Rocky River, OH	[illegible]
5/20	CL	Game Trader's Wed Classic Restricted	Cuyahoga Falls, OH	(330) 922-4263
5/20	ST	Masters of the Duel	Wellston, OH	(614) 384-3061
5/20	ST	Reality Recess' Wed Standard	N Olmsted, OH	(440) 779-7008
5/21	ST	Reality Recess' Thur Standard	N Olmsted, OH	(440) 779-7008
5/21	CL	The Old Man's Tournament	Louisville, KY	(502) 969-4403
5/22	ST	Friday Store Championship	Rocky River, OH	(440) 895-1224
5/22	LT	Reality Recess' Fri Limited	N Olmsted, OH	(440) 779-7008
5/23	LT	Cutting Edge Games Limited	Glasgow, KY	(502) 659-0049
5/23	LT	Superior Sports Cards Limited Tournament	Natrona Heights, PA	(412) 226-2944
5/24	ST	Game Trader's Sunday Standard	Cuyahoga Falls, OH	(330) 922-4263
5/24	ST	Hawkeye's Weekly Standard	Springfield, OH	(937) 323-8686
5/24	ST	Sunday Standard	Rocky River, OH	[illegible]
[illegible]	ST	Wizard's Den	Monroe, OH	[illegible]
5/26	ST	Reality Recess' Tues Standard	N Olmsted, OH	(440) 779-7008
5/26	ST	Tuesday Weekly	Rocky River, OH	(440) 895-1224
5/27	CL	Game Trader's Wednesday Classic	Cuyahoga Falls, OH	(330) 922-4263
5/27	ST	Masters of the Duel	Wellston, OH	(614) 384-3061
5/27	ST	Reality Recess' Wed Standard	N Olmsted, OH	(440) 779-7008
5/28	ST	Reality Recess' Thur Standard	N Olmsted, OH	(440) 779-7008
5/28	[illegible]	The Jelly Roll Tournaments	Louisville, KY	[illegible]
[illegible]	EX	Friday Store Championship	Rocky River, OH	[illegible]
5/29	LT	Reality Recess' Fri Limited	N Olmsted, OH	(440) 779-7008
5/30	ST	ACC Power Plays	Radcliff, KY	(502) 352-2467
5/31	ST	Game Trader's Sunday Standard	Cuyahoga Falls, OH	(330) 922-4263
5/31	ST	Hawkeye's Weekly Standard	Springfield, OH	(937) 323-8686
5/31	CL	Monthly Classic	Rocky River, OH	(440) 895-1224
5/31	CL	Adro Shoppe Classic Tournament	Garfield Heights, OH	(216) 883-2808
6/2	ST	Reality Recess' Tues Standard	N Olmsted, OH	(440) 779-7008
6/2	ST	Tuesday Weekly	Rocky River, OH	(440) 895-1224
6/3	EX	Game Trader's Wednesday Extended	Cuyahoga Falls, OH	[illegible]
6/3	ST	Masters of the Duel	Wellston, OH	(614) 384-3061
6/3	ST	Reality Recess' Wed Standard	N Olmsted, OH	(440) 779-7008
6/4	ST	Reality Recess' Thur Standard	N Olmsted, OH	(440) 779-7008
6/4	CL	The Old Man's Tournament	Louisville, KY	(502) 969-4403
6/5	ST	Friday Store Championship	Rocky River, OH	(440) 895-1224
6/5	LT	Reality Recess' Fri Limited	N Olmsted, OH	(440) 779-7008
6/6	EX	Cutting Edge Games Extended	Glasgow, KY	(502) 659-0049
6/6	LT	Exodus Prerelease	Akron, OH	(330) 922-4263
6/6	LT	Exodus Prerelease	Columbus, OH	(800) 529-3976
6/6	LT	Exodus Prerelease	Pittsburgh, PA	(800) 529-3976
6/6	ST	Weekly Standard Tournament	Rocky River, OH	(440) 895-1224
6/7	ST	Game Trader's Sunday Standard	Cuyahoga Falls, OH	(330) 922-4263
6/7	ST	Hawkeye's Weekly Standard	Springfield, OH	(937) 323-8686
6/7	LT	Reality Recess' Sun Limited	N Olmsted, OH	(440) 779-7008
6/9	ST	Reality Recess' Tues Standard	N Olmsted, OH	(440) 779-7008
6/9	ST	Tuesday Weekly	Rocky River, OH	(440) 895-1224
6/10	CL	Game Trader's Wed Classic Restricted	Cuyahoga Falls, OH	(330) 922-4263
6/10	ST	Masters of the Duel	Wellston, OH	(614) 384-3061
6/10	ST	Reality Recess' Wed Standard	N Olmsted, OH	(440) 779-7008
6/11	ST	Reality Recess' Thur Standard	N Olmsted, OH	(440) 779-7008
6/11	EX	The Jelly Roll Tournaments	Louisville, KY	(502) 969-4403
6/12	EX	Friday Store Championship	Rocky River, OH	(440) 895-1224
6/12	LT	Reality Recess' Fri Limited	N Olmsted, OH	(440) 779-7008
6/13	EX	Superior Sports Cards Extended Tournt	Natrona Heights, PA	(412) 226-2944
6/14	ST	Game Trader's Sunday Standard	Cuyahoga Falls, OH	(330) 922-4263
6/14	ST	Hawkeye's Weekly Standard	Springfield, OH	(937) 323-8686
6/14	ST	Weekly Standard Tournament	Rocky River, OH	(440) 895-1224

Arena League Sites

Kenmore Comic Shop
Akron, OH (330) 745-5530

4 Starr Comics And Cards
Bremen, OH (614) 653-9890

[illegible]
Bryan, OH (419) 636-9850

[illegible]
Charleston, WV
(304) 343-8633

Acme Games
Cincinnati, OH (513) 231-3866

Comic Book World
Cincinnati, OH (513) 661-6300

Adventure Hobby
Circleville OH
(740) 477 9696

Castle Black
Columbus, OH
(614) 818-0815

Comic Town 3
Columbus, OH (614) 262 5006

Ravenstone Games
Columbus, OH
(614) 884-6463

The Guard Tower
Columbus, OH
(614) 488-4311

Camelot Card Shop
Corydon, KY (502) 533-4867

Ye Old Hobby Shop
Duncanville, PA
(814) 696-6984

Citadel Games
Erie, PA (814) 456-2442

Comic Book World Florence
Florence, KY (606) 371-9562

Big League
Fowler, OH (330) 545-9400

A & A Comics
Garfield, OH (216) 641 9209

Bob And Walt's Hobby
Greensburg, PA
(412) 836-6088

Bell's Comics & Trading Cards
Grove City, PA (412) 458-4081

Spellbinders 2
Kent, OH (330) 673-2230

Game Trader
Kuyahoga Falls, OH
(330) 922-4263

Red Rock Collectibles
Lexington, KY
(606) 225-5452

Comic Book World Louisville
Louisville, KY
(502) 964-5500

Star Collectors
Mansfield, OH
(419) 522-5346

Magic In The Attic
Martinsburg, WV
(304) 267 2340

Unique Stuff
Massillon, OH
(330) 832 4500

T's Cards Comics & Collectibles
Monongahela, PA
(724) 258-8105

Phantom Of The Attic - Monroeville
Monroeville, PA
(412) 856-4403

Gateway Inc
Morgantown, WV
(304) 292-3045

Superior Sports Cards
Nantrona Heights, PA
(412) 226-2944

Exit 13
New Kensington, PA
(412) 339-4414

Comic Shop Plus
Newark, OH (614) 344 5471

Great Eastern Comics
Oregon, OH (419) 697-1213

Heroes Comics
Pikeville, KY (606) 732-4376

Collector's World
Pittsburgh, PA
(412) 366-9227

Comics Crypt
Pittsburgh PA
(412) 361 0833

Game Masters
Pittsburgh, PA
(412) 367 4414

[illegible]
Pittsburgh, PA
(412) 341-4340

Phantom Of The Attic
Pittsburgh PA
(412) 921-6229

Comic Town 2
Reynoldsburg, OH (614)
866-5006

Wizards Asylum
Richmond, KY (606) 625-9300

Compendium Collectibles
Rocky River, OH
(440) 895-1224

Johnson's Comics
Sharonville, OH
(513) 769-9636

The 4th Dimension
Shepardstown, WV
(304) 876-2263

Nittany Lion Hobbies
State College, PA
(814) 237-7100

Mind Games - Sylvania
Sylvania, OH (419) 885-1551

Collector's World Toledo
Toledo, OH (419) 472-4779

Game Room
Toledo, OH (419) 475-3775

Pair O' Dice
Troy, OH (513) 335-0910

Big Buddha's
Union Town, OH
(330) 896-3635

Acme Hobby Company Inc
Versailles, PA (412) 754-2556

All American Cards & Comics
Warren, OH (330) 393-3137

Parrot Station Comics
Washington Ct, OH
(614) 335-[illegible]

The Hobby Place
West Chester, OH
(513) 759-9900

Comic Town 1
Westerville, OH
(614) 890-8338

Top 10 Players (Limited)

1	Erik Lauer	Pittsburgh, PA	[illegible]	6	Jin C. [illegible]	New Kensington, PA	[illegible]
2	[illegible]	Cincinnati, OH	[illegible]	7	[illegible]	[illegible]	[illegible]
3	Michael S. [illegible]	Pittsburgh, PA	[illegible]	8	[illegible]	Columbus, OH	[illegible]
4	[illegible]	New Kensington, PA	[illegible]	9	[illegible]	[illegible]	[illegible]
5	[illegible]	[illegible]	[illegible]	10	[illegible]	[illegible]	[illegible]

Top 10 Players (Standard)

1	Craig S. Phillips	Grand Forks, ND	[illegible]	6	Alan Smith	Shawnee, KS	[illegible]
2	Gary Ferguson	New Hope, MN	[illegible]	7	Austin L. Vaughn	Leawood, KS	[illegible]
3	[illegible]	Big Lake, MN	[illegible]	8	Greg Weldeck	Wichita, KS	[illegible]
4	[illegible]	Wichita, KS	[illegible]	9	Richard Van Cleave	Strasburg	[illegible]
5	[illegible]	St. Louis Park, MN	[illegible]	10	Justin E. [illegible]	Lincoln, NE	[illegible]

Southwest

DCI Sanctioned Events

5/1	EX	[illegible]	Scottsdale, AZ	[illegible]
5/15	ST	Jester's Courts Standard Tournament	Phoenix, AZ	[illegible]
5/15	ST	Hardcastle's Sanctioned Standard	Tucson, AZ	[illegible]
5/15	LT	Jester's Courts Limited Tournament	Phoenix, AZ	[illegible]
5/16	LT	Limited Tournament	Holbrook, AZ	[illegible]
5/16	ST	Saturday Standard Tournaments	Scottsdale, AZ	[illegible]
5/16	ST	Sports Cards 4 Weekly Standard	Phoenix, AZ	[illegible]
5/17	LT	Sports Cards 4 Weekly Limited	Phoenix, AZ	[illegible]
5/17	LT	Sunday Limited Tournaments	Scottsdale, AZ	[illegible]
5/18	CL	Jester's Courts Classic Tournament	Phoenix, AZ	[illegible]
5/20	CL	Jester's Courts Classic Restricted Tournament	Phoenix, AZ	[illegible]
5/21	CL	Thursday Classic Tournaments	Scottsdale, AZ	[illegible]
5/22	EX	Friday Extended Tournaments	Scottsdale, AZ	[illegible]
5/22	ST	Jester's Courts Standard Tournament	Phoenix, AZ	[illegible]
5/23	EX	[illegible] Tournaments	Albuquerque, NM	[illegible]
5/23	ST	Hardcastle's Sanctioned Standard	Tucson, AZ	[illegible]
5/23	LT	Jester's Courts Booster Draft Tournament	Phoenix, AZ	[illegible]
5/23	LT	Limited Tournament	Holbrook, AZ	[illegible]
5/23	ST	Saturday Standard Tournaments	Scottsdale, AZ	[illegible]
5/23	ST	Sports Cards 4 Weekly Standard	Phoenix, AZ	[illegible]
5/24	LT	Sports Cards 4 Weekly Limited	Phoenix, AZ	[illegible]
5/24	LT	Sunday Limited Tournaments	Scottsdale, AZ	[illegible]
5/25	CL	Jester's Courts Classic Tournament	Phoenix, AZ	[illegible]
5/27	CL	Jester's Courts Classic Restricted Tournament	Phoenix, AZ	[illegible]
5/28	CL	Thursday Classic Tournaments	Scottsdale, AZ	[illegible]
5/29	EX	Friday Extended Tournaments	Scottsdale, AZ	[illegible]
5/29	ST	Jester's Courts Standard Tournament	Phoenix, AZ	[illegible]
5/30	ST	Hardcastle's Sanctioned Standard	Tucson, AZ	[illegible]
5/30	LT	Jester's Courts Limited Tournament	Phoenix, AZ	[illegible]
5/30	LT	Limited Tournament	Holbrook, AZ	[illegible]
5/30	ST	Saturday Standard Tournaments	Scottsdale, AZ	[illegible]
5/30	ST	Sports Cards 4 Weekly Standard	Phoenix, AZ	[illegible]
5/31	LT	Sports Cards 4 Weekly Limited	Phoenix, AZ	[illegible]
5/31	LT	Sunday Limited Tournaments	Scottsdale, AZ	[illegible]
6/1	CL	Jester's Courts Classic Tournament	Phoenix, AZ	[illegible]
6/3	CL	Jester's Courts Classic Restricted Tournament	Phoenix, AZ	[illegible]
6/4	CL	Thursday Classic Tournaments	Scottsdale, AZ	[illegible]
6/5	EX	Friday Extended Tournaments	Scottsdale, AZ	[illegible]
6/5	ST	Jester's Courts Standard Tournament	Phoenix, AZ	[illegible]
6/6	LT	Exodus Prerelease	Phoenix, AZ	[illegible]
6/6	ST	Hardcastle's Sanctioned Standard	Tucson, AZ	[illegible]
6/6	LT	Jester's Courts Booster Draft Tournament	Phoenix, AZ	[illegible]
6/6	LT	Limited Tournament	Holbrook, AZ	[illegible]
6/6	ST	Saturday Standard Tournaments	Scottsdale, AZ	[illegible]
6/6	ST	Sports Cards 4 Weekly Standard	Phoenix, AZ	[illegible]
6/7	LT	Sports Cards 4 Weekly Limited	Phoenix, AZ	[illegible]
6/7	LT	Sunday Limited Tournaments	Scottsdale, AZ	[illegible]
6/8	CL	Jester's Courts Classic Tournament	Phoenix, AZ	[illegible]
6/10	CL	Jester's Courts Classic Restricted Tournament	Phoenix, AZ	[illegible]
6/11	CL	Thursday Classic Tournaments	Scottsdale, AZ	[illegible]
6/12	EX	Friday Extended Tournaments	Scottsdale, AZ	[illegible]
6/12	ST	Jester's Courts Standard Tournament	Phoenix, AZ	[illegible]
6/13	ST	Hardcastle's Sanctioned Standard	Tucson, AZ	[illegible]
6/13	LT	Jester's Courts Limited Tournament	Phoenix, AZ	[illegible]
6/13	LT	Limited Tournament	Holbrook, AZ	[illegible]
6/13	CL	Paradise Open	Prescott, AZ	[illegible]
6/13	ST	Saturday Standard Tournaments	Scottsdale, AZ	[illegible]
6/13	ST	Sports Cards 4 Weekly Standard	Phoenix, AZ	[illegible]
6/13	[illegible]	League Open	[illegible], AZ	[illegible]
6/14	[illegible]	Sports Cards 4 Weekly Limited	Phoenix, AZ	[illegible]
6/14	LT	Sunday Limited Tournaments	Scottsdale, AZ	[illegible]

Arena League Sites

[illegible]
Alamogordo, NM
(505) 434-9350

[illegible]
Albuquerque, NM
(505) 299-4599

Wargames West On Central
Albuquerque, NM
(505) 265-6100

Alpha Omega Games
Albuquerque, NM
(505) 792-0200

Empire Games & Comics
Bullhead City, AZ

[illegible]
Casa Grande, AZ
(520) 836-7343

A Collector's Dream
Farmington, NM
(505) 326-6448

[illegible]
Flagstaff, AZ (520) 774-3546

Fantasy Magic & Fun
Glendale, AZ (602) 937-8545

Mage's House Of Cards
Holbrook, AZ (520) 524-6384

Hidden Treasures
Las Cruces, NM (505) 523-4733

Hobbytown USA
Phoenix, AZ (602) 996-5282

Sports Cards 4
Phoenix, AZ (602) 930-9145

Collector's Paradise Prescott
Prescott, AZ [illegible]

[illegible]
Santa Fe, NM [illegible]

[illegible]
Scottsdale, AZ [illegible]

[illegible]
Sedona, AZ [illegible]

Pinnacle Comics & Games
Sierra Vista, AZ (520) 458-2786

The Game Depot
Tempe, AZ [illegible]

Hardcastle Cards & Games
Tucson, AZ [illegible]

Things For Thinkers
Tucson, AZ [illegible]

[illegible] Books & Music
Tucson, AZ [illegible]

Top 10 Players (Limited)

1	[illegible]	Scottsdale, AZ	[illegible]	6	John L. [illegible]	Cave Creek, AZ	[illegible]
2	[illegible]	Phoenix, AZ	1870	7	[illegible]	[illegible], AZ	[illegible]
3	[illegible]	Phoenix, AZ	[illegible]	8	[illegible]	[illegible], AZ	[illegible]
4	[illegible]	Tucson, AZ	[illegible]	9	[illegible]	Scottsdale, AZ	[illegible]
5	[illegible]	Albuquerque, NM	[illegible]	10	[illegible]	Phoenix, AZ	[illegible]

Top 10 Players (Standard)

1	[illegible]	Mesa, AZ	[illegible]	6	[illegible] Jr.	Tucson, AZ	[illegible]
2	[illegible]	Tucson, AZ	[illegible]	7	[illegible]	Phoenix, AZ	[illegible]
3	[illegible]	Scottsdale, AZ	[illegible]	8	[illegible]	Tucson, AZ	[illegible]
4	[illegible]	Phoenix, AZ	[illegible]	9	[illegible]	[illegible]	[illegible]
5	[illegible]	[illegible]	[illegible]	10	[illegible]	Tucson, AZ	[illegible]

Alaska

Arena League Sites

[illegible]
Anchorage, AK (907) 274-8112

[illegible]
Juneau, AK (907) 463-4807

Top 10 Players (Limited)

1	[illegible]	Anchorage, AK	[illegible]	6	[illegible]	Anchorage, AK	[illegible]
2	[illegible]	Anchorage, AK	1775	7	[illegible]	Anchorage, AK	715
3	[illegible]	Anchorage, AK	[illegible]	8	[illegible]	Juneau, AK	[illegible]
4	[illegible]	Eagle River, AK	1767	9	[illegible]	Elmendorf AFB, AK	1734
5	[illegible]	Anchorage, AK	[illegible]	10	[illegible]	Eagle River, AK	[illegible]

Top 10 Players (Standard)

1	[illegible]	Eagle River, AK	[illegible]	6	[illegible]	Juneau, AK	[illegible]
2	[illegible]	Anchorage, AK	1765	7	[illegible]	Anchorage, AK	[illegible]
3	[illegible]	Anchorage, AK	[illegible]	8	[illegible]	Fairbanks, AK	[illegible]
4	[illegible]	Eagle River, AK	1748	9	[illegible]	Anchorage, AK	[illegible]
5	[illegible]	Anchorage, AK	[illegible]	10	[illegible]	Elmendorf AFB, AK	[illegible]

U.S. Regional News

South

DCI Sanctioned Events

5/15	CL	da Spider Monkeys Weekend Madness	Lufkin, TX	(409) 639-6244
5/15	EX	da Spider Monkeys Weekend Madness	Lufkin, TX	(409) 639-6244
5/15	EX	Friday Night Fights - Extended	Houston, TX	(713) 680-1870
5/15	LT	Friday Night Fights - Limited	Houston, TX	(713) 680-1870
5/15	ST	Friday Night Fights - Standard	Houston, TX	(713) 680-1870
5/15	ST	Friday Standard	Lubbock, TX	(806) 763-4054
5/15	CL	Green Cheese's Weekly Tourney	Orange, TX	(409) 886-0004
5/15	ST	Realm Drifters	Corpus Christi, TX	(512) 992-2832
5/15	LT	The Chief Presents	Killeen, TX	(254) 628-9197
5/16	EX	3rd Saturdays in Bedford	Bedford, TX	(817) 540-5556
5/16	EX	Chief & Gerard's Presents	Killeen, TX	(254) 628-9197
5/16	ST	Chief & House of Cards Presents	Copperas Cove, TX	(254) 542-1174
5/16	LT	da Spider Monkeys Weekend Madness	Lufkin, TX	(409) 639-6244
5/16	ST	da Spider Monkeys Weekend Madness	Lufkin, TX	(409) 639-6244
5/16	ST	Realm Drifters	Corpus Christi, TX	(512) 992-2832
5/16	ST	Saturday Bayou Gathering	Lafayette, LA	(318) 988-6270
5/16	EX	Saturday Dueling - Extended	Houston, TX	(713) 680-1870
5/16	LT	Saturday Dueling - Limited	Houston, TX	(713) 680-1870
5/16	ST	Saturday Dueling - Standard	Houston, TX	(713) 680-1870
5/16	ST	Standard Tournament	Fort Smith, AR	(501) 783-6008
5/16	ST	Standard Tournament	Shreveport, LA	(318) 687-6153
5/16	ST	Strike Zone's Weekly Tournament	Houston, TX	(281) 484-7875
5/15	ST	Wizards Quest Saturday Tournaments	Round Rock, TX	(512) 255-3742
5/17	ST	Comic Cosmos Sanctioned Tourney	Kenner, LA	(504) 469-8656
5/17	ST	Realm Drifters	Corpus Christi, TX	(512) 992-2832
5/17	ST	Sunday Bayou Gathering	Lafayette, LA	(318) 988-6270
5/17	EX	The Chief Presents	Copperas Cove, TX	(254) 542 1174
5/18	LT	Monday Limited	Lubbock, TX	(806) 763-4054
5/18	CL	Realm Drifters	Corpus Christi, TX	(512) 992-2832
5/19	ST	DCI Sanctioned Tourney @ Tom's	Bossier City, LA	(318) 747-6153
5/20	CL	Wednesday Classic Restricted	Lubbock, TX	(806) 763-4054
5/21	EX	Thursday Extended	Lubbock, TX	(806) 763-4054
5/22	CL	da Spider Monkeys Weekend Madness	Lufkin, TX	(409) 639-6244
5/22	EX	da Spider Monkeys Weekend Madness	Lufkin, TX	(409) 639-6244
5/22	EX	Friday Night Fights - Extended	Houston, TX	(713) 680-1870
5/22	LT	Friday Night Fights - Limited	Houston, TX	(713) 680-1870
5/22	ST	Friday Night Fights - Standard	Houston, TX	(713) 680-1870
5/22	ST	Friday Standard	Lubbock, TX	(806) 763-4054
5/22	ST	Green Cheese's Weekly Tourney	Orange, TX	(409) 886-0004
5/22	ST	Realm Drifters	Corpus Christi, TX	(512) 992-2832
5/22	CL	The Chief Presents	Killeen, TX	(254) 628-9197
5/23	LT	Astral Castle's Monthly Limited	Midland, TX	(915) 520-6464
5/23	LT	Astral Castle's Monthly Limited	Midland, TX	(915) 520-6464
5/23	EX	Chief & House of Cards Presents	Copperas Cove, TX	(254) 542 1174
5/23	CL	Classic Tournament	Fort Smith, AR	(501) 783-6008
5/23	LT	da Spider Monkeys Weekend Madness	Lufkin, TX	(409) 639-6244
5/23	ST	da Spider Monkeys Weekend Madness	Lufkin, TX	(409) 639-6244
5/23	ST	Realm Drifters	Corpus Christi, TX	(512) 992-2832
5/23	ST	Saturday Bayou Gathering	Lafayette, LA	(318) 988-6270
5/23	EX	Saturday Dueling - Extended	Houston, TX	(713) 680-1870
5/23	LT	Saturday Dueling - Limited	Houston, TX	(713) 680-1870
5/23	ST	Saturday Dueling - Standard	Houston, TX	(713) 680-1870
5/23	ST	Standard Tournament	Shreveport, LA	(318) 687-6153
5/23	LT	Strike Zone's Weekly Tournament	Houston, TX	(281) 484-7875
5/24	CL	Comic Cosmos Sanctioned Tourney	Kenner, LA	(504) 469-8656
5/24	ST	Gems Tournament	Houston, TX	(713) 697-0111
5/24	ST	Realm Drifters	Corpus Christi, TX	(512) 992-2832
5/24	ST	Sunday Bayou Gathering	Lafayette, LA	(318) 988-6270
5/24	EX	The Chief Presents	Copperas Cove, TX	(254) 542 1174
5/25	[illegible]	Monday Limited	Lubbock, TX	(806) 763-4054
5/25	[illegible]	Realm Drifters	Corpus Christi, TX	(512) 992-2832
5/26	[illegible]	DCI Sanctioned Tourney @ Tom's	Bossier City, LA	(318) 747-6153
5/27	[illegible]	Wednesday Classic	Lubbock, TX	(806) 763-4054
5/28	[illegible]	Thursday Extended	Lubbock, TX	(806) 763-4054
5/29	CL	da Spider Monkeys Weekend Madness	Lufkin, TX	(409) 639-6244
5/29	EX	da Spider Monkeys Weekend Madness	Lufkin, TX	(409) 639-6244
5/29	EX	Friday Night Fights - Extended	Houston, TX	(713) 680-1870
5/29	LT	Friday Night Fights - Limited	Houston, TX	(713) 680-1870
5/29	ST	Friday Night Fights - Standard	Houston, TX	(713) 680-1870
5/29	ST	Friday Standard	Lubbock, TX	(806) 763-4054
5/29	CL	Green Cheese's Weekly Tourney	Orange, TX	(409) 886-0004
5/29	ST	Realm Drifters	Corpus Christi, TX	(512) 992-2832
5/29	ST	The Chief Presents	Killeen, TX	(254) 628-9197
5/30	LT	Chief & Gerard's Presents	Killeen, TX	(254) 628-9197
5/30	CL	Chief & House of Cards Presents	Copperas Cove, TX	(254) 542-1174
5/30	CL	Classic Restricted Tournament	Fort Smith, AR	(501) 783-6008
5/30	LT	da Spider [illegible] Weekend Madness	Lufkin, TX	(409) 639-6244
5/30	ST	da Spider [illegible] Weekend Madness	Lufkin, TX	(409) 639-6244
5/30	ST	Realm Drifters	Corpus Christi, TX	(512) 992-2832
5/30	ST	Saturday Bayou Gathering	Lafayette, LA	(318) 988-6270
5/30	EX	Saturday Dueling - Extended	Houston, TX	(713) 680-1870
5/30	LT	Saturday Dueling - Limited	Houston, TX	(713) 680-1870
5/30	ST	Saturday Dueling - Standard	Houston, TX	(713) 680-1870
5/30	ST	Standard Tournament	Shreveport, LA	(318) 687-6153
5/30	ST	Strike Zone's Weekly Tournament	Houston, TX	(281) 484-7875
5/31	ST	Comic Cosmos Sanctioned Tourney	Kenner, LA	(504) 469-8656
5/31	ST	Realm Drifters	Corpus Christi, TX	(512) 992 2832
5/31	ST	Sunday Bayou Gathering	Lafayette, LA	(318) 988-6270
5/31	ST	The Chief Presents	Copperas Cove, TX	(254) 542 1174
6/1	LT	Monday Limited	Lubbock, TX	(806) 763-4054
6/1	CL	Realm Drifters	Corpus Christi, TX	(512) 992-2832
6/2	ST	DCI Sanctioned Tourney @ Tom's	Bossier City, LA	(318) 747-6153
6/3	CL	Wednesday Classic Restricted	Lubbock, TX	(806) 763-4054
6/4	EX	Thursday Extended	Lubbock, TX	(806) 763-4054
6/5	CL	da Spider Monkeys Weekend Madness	Lufkin, TX	(409) 639-6244
6/5	EX	da Spider Monkeys Weekend Madness	Lufkin, TX	(409) 639-6244
6/5	EX	Friday Night Fights - Extended	Houston, TX	(713) 680-1870
6/5	LT	Friday Night Fights - Limited	Houston, TX	(713) 680-1870
6/5	ST	Friday Night Fights - Standard	Houston, TX	(713) 680-1870
6/5	ST	Friday Standard	Lubbock, TX	(806) 763-4054
6/5	ST	Green Cheese's Weekly Tourney	Orange, TX	(409) 886-0004
6/5	ST	Realm Drifters	Corpus Christi, TX	(512) 992-2832
6/5	ST	The Chief Presents	Killeen, TX	(254) 628-9197
6/6	ST	1st Saturdays @ Conecation 3 Ft Worth	Ft Worth, TX	(817) 263-5888
6/6	ST	Chief & Gerard's Presents	Killeen, TX	(254) 628-9197
6/6	CL	Chief & House of Cards Presents	Copperas Cove, TX	(254) 542 1174
6/6	LT	da Spider Monkeys Weekend Madness	Lufkin, TX	(409) 639-6244
6/6	ST	da Spider Monkeys Weekend Madness	Lufkin, TX	(409) 639-6244
6/6	LT	**Exodus Prerelease**	**Dallas, TX**	**(316) 946-1055**
6/6	LT	**Exodus Prerelease**	**Houston, TX**	**(713) 680-1870**
6/6	EX	Extended Tournament	Fort Smith, AR	(501) 783-6008
6/6	ST	Mirage Constructed	Shreveport, LA	(318) 687-6153
6/6	ST	Realm Drifters	Corpus Christi, TX	(512) 992-2832
6/6	ST	Saturday Bayou Gathering	Lafayette, LA	(318) 988-6270
6/6	EX	Saturday Dueling - Extended	Houston, TX	(713) 680-1870
6/6	LT	Saturday Dueling - Limited	Houston, TX	(713) 680-1870
6/6	ST	Saturday Dueling - Standard	Houston, TX	(713) 680-1870
6/6	LT	Strike Zone's Weekly Tournament	Houston, TX	(281) 484-7875
6/7	ST	Comic Cosmos Sanctioned Tourney	Kenner, LA	(504) 469-8656
6/7	ST	Realm Drifters	Corpus Christi, TX	(512) 992 2832
6/7	ST	Sunday Bayou Gathering	Lafayette, LA	(318) 988-6270
6/7	ST	The Chief Presents	Copperas Cove, TX	(254) 542 1174
6/8	LT	Monday Limited	Lubbock, TX	(806) 763-4054
6/8	CL	Realm Drifters	Corpus Christi, TX	(512) 992 2832
6/9	ST	DCI Sanctioned Tourney @ Tom's	Bossier City, LA	(318) 747-6153
6/10	CL	Wednesday Classic	Lubbock, TX	(806) 763-4054
6/11	EX	Thursday Extended	Lubbock, TX	(806) 763-4054
6/12	CL	da Spider Monkeys Weekend Madness	Lufkin, TX	(409) 639-6244
6/12	EX	da Spider Monkeys Weekend Madness	Lufkin, TX	(409) 639-6244
6/12	EX	Friday Night Fights - Extended	Houston, TX	(713) 680-1870
6/12	LT	Friday Night Fights - Limited	Houston, TX	(713) 680-1870
6/12	ST	Friday Night Fights - Standard	Houston, TX	(713) 680-1870
6/12	ST	Friday Standard	Lubbock, TX	(806) 763-4054
6/12	CL	Green Cheese's Weekly Tourney	Orange, TX	(409) 886-0004
6/12	ST	Realm Drifters	Corpus Christi, TX	(512) 992-2832
6/12	EX	The Chief Presents	Killeen, TX	(254) 628-9197
6/13	ST	Astral Castle's Monthly Standard	Midland, TX	(915) 520-6464
6/13	ST	Astral Castle's Monthly Standard	Midland, TX	(915) 520-6464
6/13	LT	Chief & Gerard's Presents	Killeen, TX	(254) 628-9197
6/13	ST	Chief & House of Cards Presents	Copperas Cove, TX	(254) 542-1174
6/13	CL	Classic Tournament	Fort Smith, AR	(501) 783-6008
6/13	LT	da Spider Monkeys Weekend Madness	Lufkin, TX	(409) 639-6244
6/13	ST	da Spider Monkeys Weekend Madness	Lufkin, TX	(409) 639-6244
6/13	ST	Mirage Constructed	Shreveport, LA	(318) 687-6153
6/13	CL	Monthly Tournament - Classic Restricted	Allen, TX	(972) 390-9467
6/13	LT	Realm Drifters	Corpus Christi, TX	(512) 992-2832
6/13	ST	Realm Drifters	Corpus Christi, TX	(512) 992-2832
6/13	ST	Saturday Bayou Gathering	Lafayette, LA	(318) 988-6270
6/13	EX	Saturday Dueling - Extended	Houston, TX	(713) 680-1870
6/13	LT	Saturday Dueling - Limited	Houston, TX	(713) 680-1870
6/13	ST	Saturday Dueling - Standard	Houston, TX	(713) 680-1870
6/13	ST	Strike Zone's Weekly Tournament	Houston, TX	(281) 484-7875
6/14	CL	Comic Cosmos Sanctioned Tourney	Kenner, LA	(504) 469-8656
6/14	ST	Realm Drifters	Corpus Christi, TX	(512) 992-2832
6/14	ST	Sunday Bayou Gathering	Lafayette, LA	(318) 988-6270
6/14	CL	The Chief Presents	Copperas Cove, TX	(254) 542 1174

Arena League Sites

Texas Game Co.
Allen, TX (214) 390-9467

Overland Network
Alpine, TX (915) 837-7255

Big Apple Comics
Amarillo, TX (806) 353-3078

Games Galore
Arlington, TX (817) 461-4263

Austin Sports Connection II
Austin, TX (512) 442-1262

Comics & More - Austin
Austin, TX (512) 440-7373

Funny Papers
Austin, TX (512) 478-9718

Games Unique
Austin, TX (512) 219-8707

Games Unique - San Antonio
Austin, TX (210) 651-4188

Thor's Hammer
Beaumont, TX
(409) 924-0202

Ball Time
Beebe, AR (501) 882 5470

M & B Sportscard & Comics
Benton, AR (501) 778-7100

Ocs Books & Comics
Bryan, TX (409) 846-7412

Lydia's Comics & Games
Bryan, TX (409) 846-2977

Grand Slam Sportscards - Pawleys Island
Carrollton TX
(972) 245-7301

Awesome Cards Comics
Copperas Cove, TX
(817) 542-4128

Regional Sports Cards
Corpus Christi TX
(512) 851-9902

Gamer's Guild
Corpus Christi, TX
(512) 992-2832

Greenland Cards And Comics
Corrigan, TX (409) 398-4169

Games Unique 2
Dallas, TX (972) 385-2464

Keith's Books And Comics
Dallas, TX (214) 827-3060

The Game Chest
Dallas, TX (972) 490-7814

Talon Comics & Games
Denton TX (817) 484-6445

Major Players
El Paso, TX (915) 751-8210

Starline Games & Comics
El Paso TX (915) 757-0700

Gallery Of Champion Cards
Fayetteville, AR
(501) 444-0707

Roughneck Comics
Fort Smith, AR (501) 783-6008

Grand Slam Sports & Comics
Fort Worth, TX (817) 244-7311

Battling Billy's Sportscards & Collectib
Fredericksburg, TX
(210) 997-0476

Hall of Fame Sports Cards
Garland, TX (214) 414-7760

Cosmic Comics
Harlingen, TX (956) 428-9136

Cards of Fame
Harvey, LA (504) 368-8622

[illegible]
Houston, TX (713) 680-1870

[illegible]
Humble, TX (713) 540-7580

Gerard Comics
Killeen TX (817) 628-9197

[illegible] **- League City**
League City, TX

[illegible]
Lindale, TX (903) 882-6789

[illegible]
Little Rock, AR (501) 227-9777

Game Arena
Longview, TX (903) 295-2482

The Citadel
Longview, TX (903) 297-6671

Astral Castle Book & Games
Midland, TX (915) 520-6463

Collector's Edition
N Little Rock, AR
(501) 227-9777

Grey Knight Comics
Oklahoma City OK
(405) 722-6642

Green Cheese Cards & Comics
Orange, TX (409) 886-0004

Games Plus - Pawhuska
Pawhuska, OK
(918) 287-2000

Excalibur Comics & Videos
San Antonio, TX
(610) 614-2189

Hibbitech Books And Comics
Shawnee, OK (405) 275-9494

Big Bob's Card & Comics
Sherman, TX (903) 813-0508

Legends - Shreveport
Shreveport, LA (318) 687-6153

Comics and Cards
Spring, TX (713) 376-1707

Cardboard Games
Stillwater, OK (405) 372-3021

Ivory & Steel
Stillwater, OK (405) 372-3905

All Star Collectibles - Texas City
Texas City, TX

Jester Games
Tulsa, OK (918) 664-6617

Original Game Shop
Tulsa, OK (918) 663-5525

Starbase 21
Tulsa, OK (918) 838-3388

Wizards Asylum - Tulsa
Tulsa, OK (918) 749-4263

Goldstar Comics & Cards
Victoria, TX (512) 575-8351

The Game Chest
Waco, TX (254) 751 7251

All Star Collectibles - Webster
Webster, TX

Galaxy Comics & Cards
Webster, TX (281) 316-1187

Pegasus Loft
Wichita Falls, TX
(807) 692-7571

Top 10 Players (Limited)

1	Bill Macy	Austin, TX	1937	6	Nai-Min Wang	Houston, TX	1884
2	Bryan C. Dobbs	Katy, TX	1902	7	James B. Jenkins	Euless, TX	1883
3	Scott B. Garland	Milam, TX	1901	8	Sam Ham	[illegible]	1884
4	Tim C. Badger	Tulsa, OK	1887	9	James Street	Dallas, TX	1880
5	Chris E. Hardeman	Austin, TX	1886	10	Scot Martin	Bedford, TX	1877

Top 10 Players (Standard)

1	Michael B. Carey	El Paso, TX	2025	6	Cary B. Barrett	Dallas, TX	1964
2	Josh Ramcharan	Shreveport, LA	2004	7	Nicholas C. Burgis	Shreveport, LA	1961
3	Ted J. Richardson	Webster, TX	1977	8	Dustin Miller	Baton Rouge, LA	1950
4	Brian E. Ogilvie	Austin, TX	1970	9	Bryan C. Dobbs	Katy, TX	1941
5	Adrian Sayers	Austin, TX	1966	10	Lan Ha	Austin, TX	1930

Northeast

DCI Sanctioned Events

5/15	CL	Boldo's Friday Night	Rochester, NY	(716) 271-3880
5/15	LT	Boldo's Friday Night	Rochester, NY	(716) 271-3880
5/15	ST	Mind Games Standard	Oneida, NY	(315) 363-2448
5/16	EX	Flights of Fantasy - Extended	Albany, NY	(518) 433-8803
5/16	ST	Heavenly Collectible's Standard Tournament	Brooklyn, NY	(718) 921-0450
5/16	CL	Mind Games Classic	Oneida, NY	(315) 363-2448
5/16	LT	Nevermyral's Bedroom	Bayonne, NJ	(201) 339-8829
5/15	CL	Saturday Classic-Restricted Tournament	Philadelphia, PA	(215) 288-6699
5/16	EX	Saturday extended	Philadelphia, PA	(215) 288-6699
5/16	LT	Saturday Limited Tournament	Philadelphia, PA	(215) 288-6699
5/17	LT	Flights of Fantasy - Limited	Albany, NY	(518) 433-8803
5/17	ST	Sunday Standard Tournament	Philadelphia, PA	(21[illegible]
5/19	ST	Boldo's Tuesday Night	Rochester, NY	(716) 271-3880
5/21	ST	Millennium Thursday Nights	Rochester, NY	(716) 427-2190
5/22	EX	Boldo's Friday Night	Rochester, NY	(716) 271-3880
5/22	ST	Boldo's Friday Night	Rochester, NY	(716) 271-3880
5/22	ST	Mind Games Standard	Oneida, NY	(315) 363-2448
5/23	EX	Flights of Fantasy - Extended	Albany, NY	(518) 433-8803
5/23	CL	Heavenly Collectible's Classic Tournament	Brooklyn, NY	(718) 921-0450
5/23	[illegible]	Mind Games Classic	Oneida, NY	(315) 363-2448
5/23	[illegible]	Nevermyral's Bedroom	Bayonne, NJ	(201) 339-8829
5/23	[illegible]	Saturday Classic-Restricted Tournament	Philadelphia, PA	(215) 288-6699
5/23	EX	Saturday extended	Philadelphia, PA	(215) 288-6699
5/23	LT	Saturday Limited Tournament	Philadelphia, PA	(215) 288-6699
5/23	LT	Step Into Sport	Flushing, NY	(718) 969-6336
5/24	ST	Flights of Fantasy - Standard	Albany, NY	(518) 433-8803
5/24	ST	Sunday Standard Tournament	Philadelphia, PA	(215) 288-6699
5/24	ST	Weekend at Boldo's	Rochester, NY	(716) 271-3880
5/26	LT	Boldo's Tuesday Night	Rochester, NY	(716) 271-3880
5/28	LT	Millennium Thursday Nights	Rochester, NY	(716) 427 2190
5/29	EX	Boldo's Friday Night	Rochester, NY	(716) 271-3880
5/29	LT	Boldo's Friday Night	Rochester, NY	(716) 271 3880
5/29	ST	Mind Games Standard	Oneida, NY	(315) 363-2448
5/30	EX	Flights of Fantasy - Extended	Albany, NY	(518) 433-8803
5/30	LT	Heavenly Collectible's Limited Tournament	Brooklyn, NY	(718) 921-0450
5/30	LT	Limited Tournament	Ambler, PA	(215) 319-3650
5/30	CL	Mind Games Classic	Oneida, NY	(315) 363-2448
5/30	CL	Saturday Classic-Restricted Tournament	Philadelphia, PA	(215) 288-6699
5/30	EX	Saturday extended	Philadelphia, PA	(215) 288-6699
5/30	LT	Saturday Limited Tournament	Philadelphia, PA	(215) 288-6699
5/31	LT	Flights of Fantasy - Limited	Albany, NY	(518) 433-8803
5/31	ST	Sunday Standard Tournament	Philadelphia, PA	(215) 288-6699
6/2	ST	Boldo's Tuesday Night	Rochester, NY	(716) 271 3880
6/4	ST	Millennium Thursday Nights	Rochester, NY	(716) 427-2190
6/5	CL	Boldo's Friday Night	Rochester, NY	(716) 271-3880
6/5	ST	Mind Games Standard	Oneida, NY	(315) 363-2448
6/6	LT	**Exodus Prerelease**	**New York, NY**	**(212) 633-6320**
6/6	LT	**Exodus Prerelease**	**Syracuse, NY**	**(212) 633-6320**
6/6	EX	Flights of Fantasy - Extended	Albany, NY	(518) 433-8803
6/6	ST	Heavenly Collectible's Standard Tournament	Brooklyn, NY	(718) 921-0450
6/6	CL	Mind Games Classic	Oneida, NY	(315) 363-2448
6/6	CL	Saturday Classic-Restricted Tournament	Philadelphia, PA	(215) 288-6699
6/6	EX	Saturday extended	Philadelphia, PA	(215) 288-6699
6/6	LT	Saturday Limited Tournament	Philadelphia, PA	(215) 288-6699
6/7	ST	Flights of Fantasy - Standard	Albany, NY	(518) 433-8803
6/7	ST	Sunday Standard Tournament	Philadelphia, PA	(215) 288-6699
6/9	LT	Boldo's Tuesday Night	Rochester, NY	(716) 271-3880
6/11	LT	Millennium Thursday Nights	Rochester, NY	(716) 427-2190
6/12	LT	Boldo's Friday Night	Rochester, NY	(716) 271-3880
6/12	ST	Boldo's Friday Night	Rochester, NY	(716) 271-3880
6/12	LT	Mind Games Limited	Oneida, NY	(315) 363-2448
6/13	EX	Flights of Fantasy - Extended	Albany, NY	(518) 433-8803
6/13	CL	Mind Games Classic	Oneida, NY	(315) 363-2448
6/13	CL	Saturday Classic-Restricted Tournament	Philadelphia, PA	(215) 288-6699
6/13	EX	Saturday extended	Philadelphia, PA	(215) 288-6699
6/13	LT	Saturday Limited Tournament	Philadelphia, PA	(215) 288-6699
6/13	LT	Step Into Sport	Flushing, NY	(718) 969-6336
6/14	LT	Flights of Fantasy - Limited	Albany, NY	(518) 433-8803
6/14	LT	Legends of June Booster Draft	Norristown, PA	(610) 277-6494
6/14	EX	Legends of June Extended	Norristown, PA	(610) 277-6494
6/14	LT	Legends of June Limited	Norristown, PA	(610) 277-6494
6/14	ST	Legends of June Standard	Norristown, PA	(610) 277-6494
6/14	ST	Sunday Standard Tournament	Philadelphia, PA	(215) 288-6699

Arena League Sites

Flights Of Fantasy
Albany, NY (518) 433-8803

The Strike Zone
Astoria, NY (718) 545-1950

Castle Comics - Barnegat
Barnegat, NJ
(609) 660-1966

Heavenly Collectibles
Brooklyn, NY
(718) 921-0450

Tranquil Domain
Brooklyn, NY
(718) 627-8435

Flight Into Fantasy
Buffalo, NY (716) 826-5854

Jester's Playhouse
Cape May Ct House, NJ
(609) 463-8644

Time Warp Comics And Games
Cedar Grove, NJ
(201) 857-9788

Comics & More 2
Cherry Hill, NJ
(609) 663-7550

Coyote's Den
Cheektowaga, NY (716) 894-0510

Unknown Comics
Clarks Summit, PA
(717) 587-0836

Outer Limits - Clifton
Clifton, NJ (201) 340-9393

Steve's Comic Relief 2
Delran, NJ (609) 461-1770

Legends 2
Deptford, NJ
(215) 836-1665

Magic Mythos & More
Downington, PA
(610) 873-3569

Sports Cards Plus
Effort, PA (717) 619-7908

The Games People Play
Elmira, NY (607) 732-2299

Comic Quest
Emmaus, PA (610) 966-0199

The Dugout
Fairport, NY (716) 377-1420

Comic Universe
Hanover, PA (800) 325-1637

Not Only Baseball Cards
Hicksville, NY (516) 937-1168

[illegible]
Honesdale, PA (717) 251-9345

Larry's Comics & Cards
Jamaica, NY (718) 969-3510

Fat Cat Books
Johnson City, NY
(607) 797-9111

Collectors Inn
Kenmore, NY (716) 873-8633

Cobra Command
Landsdale, PA (215) 855-7252

All Stars
Langhorne, PA (215) 752-4500

All Star Comics & Cards
Lebanon, PA (717) 228-1855

VJ's Card And Comic Connection
Manahawkin, NJ
(609) 978-8250

Golden Memories C & C
Mastic, NY (516) 281-0554

New Concept 2
Mercerville, NJ
(609) 890-1903

Comic World - Moorestown
Moorestown, NJ
(609) 778-4332

Comics Plus - Mount Holly
Mount Holly NJ
(609) 267-6117

Comic Attitudes
New Brunswick, NJ
(732) 249-5558

Kiltoo's Card & Coin
New Hartford, NY
(315) 724-6000

Fallout Comics
New Town, PA (215) 504-5770

[illegible]
New York, NY (212) 633-1288

The Gathering - North [illegible]
North Tonawanda, NY
(716) 694-9725

[illegible]
Old Bridge, NJ (908) 238-5969

[illegible]
Olean, NY (716) 373-6343

The Gaming Center
Olyphant, PA (717) 383-7257

[illegible]
Oneonta, NY
(607) 431-1999

[illegible]
Pawling, NY (914) 855-1173

[illegible]
Philadelphia, PA
(215) 333-6869

Wise Sportcards And [illegible]
Phoenixville, PA
(610) 983-9683

The Games Master
Plattsburgh, NY
(518) 563-8329

Legends II
Plymouth Meeting, PA
(610) 828-5848

Mint Condition
Port Washington, NY
(516) 883-0631

[illegible]
Rochester, NY (716) 231-3880

Crazy Egor's
Rochester, NY (716) 427-2190

The Dueling Ground
Rome, NY

Saratoga Sci-Fi
Saratoga Springs, NY
(518) 584-2699

Music & Magic
Schenectady, NY
(518) 372-3310

Superhero City
Sewell, NJ (609) 218-1860

[illegible]
[illegible] Amboy, NJ
(908) 727-0063

Pyramid Comics & Cards
Sparta, NJ (973) 729-5343

Comic Castle
Swedesborough, NJ
(609) 467 2324

[illegible]
Emporium
Syracuse, NY (315) 471-3139

Aquilonia Comics
Troy, NY (518) 271-1069

Amazing Heroes
Union, NJ (908) 687-4338

[illegible]
Collectibles
Valley Stream, NY
(516) 872 5919

Mike's Baseball Cards & [illegible]
Voorhes, NJ (609) 489-1777

D & [illegible]
Williamstown, NJ
(609) 262-0020

Legends 1
Willow Grove, PA
(215) 836-1665

Dragons Den II
Yonkers, NY (914) 376-3336

Top 10 Players (Limited)

1	Paul Farber	Philadelphia, PA	1908	6	Jon Finkel	Fanwood, NJ	1887
2	Rashim Bello	Jamaica, NY	1904	7	Greg Weiss	Broomall, PA	1867
3	Eric B. Goodman	New York, NY	1902	8	John Chlebeck	Berkeley Heights, NJ	1864
4	Eric Phillips	Lincroft, NJ	1900	9	Feming Chu	Cranbury, NJ	1848
5	Sam Fishelson	Bronx, NY	1876	10	Robert Mason	Bronx, NY	1855

Top 10 Players (Standard)

1	David E. Price	Ithaca, NY	2091	6	Jon Huber	Oswego, NY	1980
2	David Bachmann	Linden, NJ	2025	7	Eric Phillips	Lincroft, NJ	1966
3	Jon Finkel	Fanwood, NJ	2010	8	Ted Kaplan	Philadelphia, PA	1960
4	John Chlebeck	Berkeley Heights, NJ	1999	9	Zvi S. Mowshowitz	New York, NY	1958
5	Sam Fishelson	Bronx, NY	1974	10	Greg Weiss	Broomall, PA	1946

Mountain

DCI Sanctioned Events

5/15	ST	DJ's Sanctioned Friday	Lakewood, CO	(303) 233-3398
5/15	LT	Friday Weekly Tournament	Glenwood Springs, CO	(970) 928-7303
5/15	ST	Gotham City Weekly	Colorado Springs, CO	(719) 596-3698
5/16	ST	Amusing Fantasy's Saturday Swiss	Littleton, CO	(303) 933-4604
5/16	LT	DJ's Sanctioned Saturday	Lakewood, CO	(303) 233 3398
5/16	ST	DJ's Sanctioned Saturday	Lakewood, CO	(303) 233-3398
5/16	CL	Gotham City's Weekly King of the Hill	Colorado Springs, CO	(719) 596-3698
5/16	LT	Gotham City's Weekly King of the Hill	Colorado Springs, CO	(719) 596-3698
5/17	[illegible]	Sunday Monthly Classic	Glenwood Springs, CO	(970) 928-7303

U.S. Regional News

DCI Sanctioned Events (continued)

5/20	EX	Wicked Wednesdays	Evanston, WY	(307) 789-2848
5/22	ST	DJ's Sanctioned Friday	Lakewood, CO	(303) 233-3398
5/22	LT	Friday Weekly Tournament	Glenwood Springs, CO	(970) 928-7303
5/22	EX	Gotham City's Weekly King of the Hill	Colorado Springs, CO	(719) 596-3698
5/23	ST	Aamazing Fantasy's Saturday Swiss	Littleton, CO	(303) 933-4604
5/23	LT	DJ's Sanctioned Saturday	Lakewood, CO	(303) 233-3398
5/23	ST	DJ's Sanctioned Saturday	Lakewood, CO	(303) 233-3398
5/23	ST	Gotham City's Weekly King of the Hill	Colorado Springs, CO	(719) 596-3698
5/27	CL	Wicked Wednesdays	Evanston, WY	(307) 789-2848
5/29	ST	DJ's Sanctioned Friday	Lakewood, CO	(303) 233-3398
5/29	LT	Friday Weekly Tournament	Glenwood Springs, CO	(970) 928-7303
5/29	ST	Gotham City's Weekly King of the Hill	Colorado Springs, CO	(719) 596-3698
5/30	ST	Aamazing Fantasy's Saturday Swiss	Littleton, CO	(303) 933-4604
5/30	LT	DJ's Sanctioned Saturday	Lakewood, CO	(303) 233-3398
5/30	ST	DJ's Sanctioned Saturday	Lakewood, CO	(303) 233-3398
5/30	LT	Gotham City's Weekly King of the Hill	Colorado Springs, CO	(719) 596-3698
5/30	ST	Gotham City's Weekly King of the Hill	Colorado Springs, CO	(719) 596-3698
6/5	ST	DJ's Sanctioned Friday	Lakewood, CO	(303) 233-3398
6/5	LT	Friday Weekly Tournament	Glenwood Springs, CO	(970) 928-7303
6/5	EX	Gotham City's Weekly King of the Hill	Colorado Springs, CO	(719) 596-3698
6/6	CL	Aamazing Fantasy's Saturday Swiss	Littleton, CO	(303) 933-4604
6/6	LT	DJ's Sanctioned Saturday	Lakewood, CO	(303) 233-3398
6/6	ST	DJ's Sanctioned Saturday	Lakewood, CO	(303) 233-3398
6/6	**LT**	**Exodus Prerelease**	**Denver, CO**	**(303) 388-3977**
6/6	**LT**	**Exodus Prerelease**	**Salt Lake City, UT**	**(801) 968-6365**
6/6	LT	Gotham City's Weekly King of the Hill	Colorado Springs, CO	(719) 596-3698
6/6	ST	Gotham City's Weekly King of the Hill	Colorado Springs, CO	(719) 596-3698
6/12	ST	DJ's Sanctioned Friday	Lakewood, CO	(303) 233-3398
6/12	LT	Friday Weekly Tournament	Glenwood Springs, CO	(970) 928-7303
6/12	LT	Gotham City's Weekly King of the Hill	Colorado Springs, CO	(719) 596-3698
6/13	CL	Aamazing Fantasy's Saturday Swiss	Littleton, CO	(303) 933-4604
6/13	LT	DJ's Sanctioned Saturday	Lakewood, CO	(303) 233-3398
6/13	ST	DJ's Sanctioned Saturday	Lakewood, CO	(303) 233-3398
6/13	EX	Gotham City's Weekly King of the Hill	Colorado Springs, CO	(719) 596-3698
6/13	ST	Gotham City's Weekly King of the Hill	Colorado Springs, CO	(719) 596-3698

Arena League Sites

Attactix
Aurora, CO (303) 699-3349

Fun Stuff
Billings, MT (406) 256-9546

Splash Page
Billings, MT (406) 652-9444

Magic Dragon Comics & Games
Boise, ID (208) 853-3683

Somerville Entertainment
Boise, ID (208) 368-1793

Level 12
Casper, WY (307) 266-5303

Dark Horse
Cheyenne, WY (307) 632-2222

Books & More
Colorado Springs, CO
(719) 579-5004

Gotham City Comics
Colorado Springs, CO
(719) 596-3698

The Light Side
Denver CO (303) 984-2790

JRR Comics
Evergreen, CO (303) 670-8386

Imagination Unlimited
Grand Junction, CO
(970) 243-2963

Cosmic Comics Helena
Helena MT

Infinity Comics And Games
Lafayette, CO (303) 661-0860

Game Castle
Loveland, CO (970) 203-1232

Johnson's Store
Mayfield, UT (435) 528-7609

The Splash Page Missoula
Missoula, MT (406) 543-9944

Wizards Choice
New Plymouth, ID
(208) 278-0197

Heroes & Hobbies
Ogden, UT (801) 399-9137

Ground Zero - Orem
Orem, UT (801) 802-0630

Alliance Comics & Collectables
Provo, UT (801) 374-9058

Dragons Keep
Provo, UT (801) 373-3482

Table Top Games
Salt Lake City, UT
(801) 466-5544

Haffner's Cards & Comics
Twin Falls, ID (208) 733-0016

The Comic Store
Westminster, CO
(303) 426-0768

Top 10 Players (Limited)

1	Tyler Buckingham	Littleton, CO	1907	6	Eric V. Scott	Littleton, CO	1847
2	Paul Smith	Colorado Springs, CO	1901	7	Matt D. Dwyer	Clifton, CO	1840
3	Eric Kirkman	Denver, CO	1887	8	Justin M. Schroeder	Ft. Collins, CO	1832
4	Brian T. Fenwick II	Fort Collins, CO	1874	9	Zig E. Lang	Washington, UT	1832
5	Stephen Knight	Pine, CO	1871	10	Bryan D. Stewart	Evanston, WY	1824

Top 10 Players (Standard)

1	Eric Kirkman	Denver, CO	1872	6	Paul Smith	Colorado Springs, CO	1815
2	Tyler Buckingham	Littleton, CO	1865	7	John Arnott	Boulder, CO	1814
3	Robb M. Cole	Arvada, CO	1862	8	Michael E. Fordham	Thompson, UT	1801
4	Brett Ratchart	Littleton, CO	1821	9	Bryan D. Stewart	Evanston, WY	1800
5	Ryan M. Cole	Arvada, CO	1818	10	Brian T. Fenwick II	Fort Collins, CO	[illegible]

Midwest

DCI Sanctioned Events

5/16	LT	Adventurer's Guildhouse's Tournament	Burton, MI	(810) 742-8703
5/16	CL	Comic Pitt's Classic Tourney	Waterloo, IA	(319) 233-5818
5/16	ST	Dreamer's Saturday Tournament	Harrison, MI	(517) 539-7256
5/16	LT	TLC's Booster Draft	Augusta, MI	(616) 731-4660
5/16	EX	TLC's Extended Tournament	Augusta, MI	(616) 731-4660
5/17	LT	CMU Monthly Tournament	Mt Pleasant, MI	(517) 539-7256
5/17	CL	Magical Lizard's Classic	Pinckney, MI	(313) 878-2988
5/17	EX	Magical Lizard's Extended	Pinckney, MI	(313) 878-2988
5/17	LT	Magical Lizard's Limited	Pinckney, MI	(313) 878-2988
5/17	ST	Magical Lizard's Standard	Pinckney, MI	(313) 878-2988
5/17	EX	Sunday Challenge 5	Dixon, IL	(815) 622-2810
5/17	LT	Sunday Limited	Des Plaines, IL	(847) 298-2278
5/18	EX	Castle Perilous' Extended	Carbondale, IL	(618) 529-5317
5/19	ST	Adventurer's Guildhouse's Tournament	Burton, MI	(810) 742-8703
5/19	EX	Tuesday Extended	Des Plaines, IL	(847) 298-2278
5/20	ST	Wednesday Standard	Des Plaines, IL	(847) 298-2278
5/21	ST	The Dungeon's Standard	Dubuque, IA	(319) 582-6330
5/23	LT	Adventurer's Guildhouse's Tournament	Burton, MI	(810) 742-8703
5/23	CL	Dreamer's Saturday Tournament	Harrison, MI	(517) 539-7256
5/23	LT	TLC's Booster Draft	Augusta, MI	(616) 731-4660
5/23	LT	TLC's Limited Tournament	Augusta, MI	(616) 731-4660
5/24	CL	Adventurer's Guildhouse's Tournament	Burton, MI	(810) 742-8703
5/24	LT	Adventurer's Guildhouse's Tournament	Burton, MI	(810) 742-8703
5/24	ST	Castle Perilous' Standard	Carbondale, IL	(618) 529-5317
5/24	ST	Guild Gate Nights	Kansas City, KS	(816) 455-5924
5/24	LT	On the Square's Sanctioned Tournament	Jacksonville, IL	(217) 245-0306
5/24	LT	Sunday Limited	Des Plaines, IL	(847) 298-2278
5/26	LT	Adventurer's Guildhouse's Tournament	Burton, MI	(810) 742-8703
5/26	EX	Tuesday Extended	Des Plaines, IL	(847) 298-2278
5/27	ST	Wednesday Standard	Des Plaines, IL	(847) 298-2278
5/28	ST	The Dungeon's Standard	Dubuque, IA	(319) 582-6330
5/30	ST	Adventurer's Guildhouse's Tournament	Burton, MI	(810) 742-8703
5/30	LT	Dreamer's Saturday Tournament	Harrison, MI	(517) 539-7256
5/30	LT	Games on the Horizon	Portage, IN	(219) 762-2136
5/30	LT	TLC's Booster Draft	Augusta, MI	(616) 731-4660
5/30	ST	TLC's Standard Tournament	Augusta, MI	(616) 731-4660
5/31	CL	Magical Lizard's Classic	Pinckney, MI	(313) 878-2988
5/31	EX	Magical Lizard's Extended	Pinckney, MI	(313) 878-2988
5/31	LT	Magical Lizard's Limited	Pinckney, MI	(313) 878-2988
5/31	ST	Magical Lizard's Standard	Pinckney, MI	(313) 878-2988
5/31	CL	Sunday Challenge 6	Dixon, IL	(815) 622-2810
5/31	LT	Sunday Limited	Des Plaines, IL	(847) 298-2278
6/1	LT	Castle Perilous' Limited	Carbondale, IL	(618) 529-5317
6/2	LT	Adventurer's Guildhouse's Tournament	Burton, MI	(810) 742-8700
6/2	EX	Tuesday Extended	Des Plaines, IL	(847) 298-2278
6/3	ST	Wednesday Standard	Des Plaines, IL	(847) 298-2278
6/4	ST	The Dungeon's Standard	Dubuque, IA	(319) 582-6330
6/6	LT	Adventurer's Guildhouse's Tournament	Burton, MI	(810) 742-8700
6/6	ST	Comic Pitt's Standard Tourney	Waterloo, IA	(319) 233-5818
6/6	ST	Dreamer's Saturday Tournament	Harrison, MI	(517) 539-7256
6/6	**LT**	**Exodus Prerelease**	**Chicago, IL**	**(847) 222-1984**
6/6	**LT**	**Exodus Prerelease**	**Indianapolis, IN**	**(317) 578-3459**
6/6	**LT**	**Exodus Prerelease**	**Iowa City, IA**	**(319) 338-0086**
6/6	**LT**	**Exodus Prerelease**	**St Louis, MO**	**(847) 222 1984**
6/6	ST	On the Square's Sanctioned Tournament	Jacksonville, IL	(217) 245-0306
6/6	ST	Standard Tournament	Fond du Lac, WI	(920) 922-8338
6/6	LT	TLC's Booster Draft	Augusta, MI	(616) 731-4660
6/6	LT	TLC's Limited Tournament	Augusta, MI	(616) 731-4660
6/7	LT	Sunday Limited	Des Plaines, IL	(847) 298-2278
6/8	CL	Castle Perilous' Classic	Carbondale, IL	(618) 529-5317
6/9	ST	Adventurer's Guildhouse's Tournament	Burton, MI	(810) 742-8703
6/9	EX	Tuesday Extended	Des Plaines, IL	(847) 298-2278
6/10	ST	Wednesday Standard	Des Plaines, IL	(847) 298-2278
6/11	ST	The Dungeon's Standard	Dubuque, IA	(319) 582-6330
6/13	LT	Adventurer's Guildhouse's Tournament	Burton, MI	(810) 742-8703
6/13	CL	Dreamer's Saturday Tournament	Harrison, MI	(517) 539-7256
6/13	LT	TLC's Booster Draft	Augusta, MI	(616) 731-4660
6/13	EX	TLC's Extended Tournament	Augusta, MI	(616) 731-4660
6/14	LT	Excalibur Comics Limited Tournament	Portage, IN	(219) 762-0949
6/14	CL	Magical Lizard's Classic	Pinckney, MI	(313) 878-2988
6/14	EX	Magical Lizard's Extended	Pinckney, MI	(313) 878-2988
6/14	LT	Magical Lizard's Limited	Pinckney, MI	(313) 878-2988
6/14	ST	Magical Lizard's Standard	Pinckney, MI	(313) 878-2988
6/14	CL	Sunday Challenge 7	Dixon, IL	(815) 622-2810
6/14	LT	Sunday Limited	Des Plaines, IL	(847) 298-2278

Arena League Sites

Mayhem Collectibles
Ames, IA (515) 292 3510

Chimera Hobby Shop II
Appleton WI (414) 735-1201

Fielders Choice
Ashland WI (715) 682-2882

Screwball Press and Comics
Ashland, WI (715) 682-5766

Great Scott! Cards & Stuff
Auburn, IN (219) 927 1737

T & C Cards & Comics
Augusta, MI (616) 731-4660

Lavender Bookworm
Big Bend, WI (414) 422-1821

Branson Cards & Collectibles
Branson, MO (417) 335-4330

The Cat And The Dragon
Brookfield IL (708) 485-4723

Handled With Care
Burlington, IA (319) 754-1121

Castle Perilous
Carbondale, IL (618) 529-5317

Bear Production
Champaign, IL
(217) 355-6806

Collect A Card & Comics
Chicago, IL (773) 523 5800

Galaxy Comics Chicago
Chicago, IL (312) 478-1799

Quincy Hobby Center
Quincy, IL (217) 223-8498

Dragon Fire Comics
Clive, IA (515) 270-5373

Dizzy Dugout
Collinsville, IL (618) 345-6453

Danger Room
Columbia, MO (573) 449-6896

Comic Cave
Columbus, IN (812) 372-8430

The Way Station
Council Bluffs, IA
(712) 325-8226

Collector's Paradise
Creve Coeur IL (309) 698-8123

Big League Baseball Cards Supp
Crown Point, IN
(219) 663-7537

Galactic Games
Crown Point, IN
(219) 661-1939

Allison's Sportscards
Crystal Lake, IL
(815) 477-4180

Jesters Court
Dansville, MI (517) 623-609[illegible]

Bc Collectibles
Danville, IL (217) 431-1422

Pack Shack 20
Dearborne Heights, MI
(313) 359-0550

The Realm
Deforest, WI (608) 837 5555

Northern Lights Bookstore
Dekalb, IL (815) 756-6668

Widner Enterprises Inc.
Demotte, IN (219) 987 5603

Comic World Dubuque
Dubuque, IA (319) 557-1897

Claremont Comics
Eau Claire WI
(715) 831-2112

Gotham City Cafe
Ferndale, MI
(810) 398-7430

The Goal Line
Fishers, IN (317) 578 3459

Bill's Comics
Fort Dodge, IA
(515) 573-7960

Card Collectors Corner
Fort Wayne, IN
(219) 420-7101

A.F Books And Comics
Frankfort, IL (815) 469-5092

Michigan Game Corp.
Garden City, MI (313) 427 2451

Beyond Reality
Geneva, IL (630) 232 1515

Paul Times
Glenview, IL (847) 724-9636

The Game Basement
Godfrey, IL (618) 466-5697

West Michigan Sports Card Connectio
Grand Haven, MI
(616) 847-8418

SportLanders
Grand Ledge, MI
(517) 256-3723

Apparations
Grand Rapids, MI
(616) 940-2025

Mike's Card Shop
Green Lake, WI
(920) 294 0689

Superheroes
Greenbay, WI (920) 446-5473

DNC Comics
Greentown, IN (765) 628-3083

Crazy Eddies Comics 2
Kankakee, IL (815) 933-9484

Hobby Depot
Hartford, WI

Clubhouse Comics
Highland, IN (219) 922-4855

Daggat's Comics
Holt, MI (517) 694-6311

Durhams Asylum
Houghton Lake, MI
(517) 366-5539

Sportscard Connection
Houghton, MI (906) 482-4121

Forbes Health Mart
Houston, MO
(417) 967-3345

Downtown Comics
Indianapolis, IN
(317) 237-0398

Extreme Games
Indianapolis, IN
(317) 271 4643

In Your Face Comics
Indianapolis, IN
(317) 888-9961

Nostalgia Inc
Jackson, MI (517) 784-8955

On the Square
Jacksonville, IL
(217) 245-0835

Fanfare Sports & Entertainment
Kalamazoo, MI (616) 349-8866

Eddie's- The Next Generation
Kansas City, MO
(816) 455-5924

Ms Jone's
Knob Noster, MO
(816) 563-3770

Backroom Bargain's Bookstore
L'Anse, MI (906) 524-7677

Metropolis Comics-La Salle
La Salle, IL (815) 223-9433

Greg's Cards & Games
Lansing, MI (517) 882-0101

Major League Sportscards & Comics
Lansing, MI (517) 321-0068

Jamor's
Laporte, IN (219) 324-8755

Merri-T Coins
Livonia, MI (810) 474-5373

Comics & More Madison Heights
Madison Heights, MI
(810) 399-3213

C & C Collectibles
Madison WI (608) 288-1800

My Parents Basement
Manitowoc, WI
(414) 682 [illegible]057

Daily Comics
Mason City, IA (515) 424-0333

Double Play
Mauston, WI (608) 847-1905

Collectors Corner Midland
Midland MI (517) 839-2060

Hardware & Software Solutions
Milwaukee, WI
(414) 671 5862

Hardware Computer Gaming Center
Milwaukee, WI
(414) 962-8885

Lost World Of Wonders
Milwaukee WI (414) 328-4651

3D House Of Games
Mokena, IL (708) 479-3740

Comic Alley Monroe
Monroe, MI (313) 457 2797

Cornell Rams
Mt. Vernon, IA (319) 895-5817

Wizard's Keep
Muncie, IN (765) 286-5145

[illegible]
Munster IN (219) 836-4538

The Arena Muskegon
Muskegon, MI (616) 773-0978

Cipher Games
Naperville IL (630) 428-2570

Galaxy Cards & Comics
Naperville IL
(630) 778-1144

Lion's Lair
Naperville IL (630) 428-1096

The Emporium
Newaygo, MI (616) 652 2220

North Shore Comics
North Brook IL
(847) 480-1996

House Of Heroes
Oshkosh WI (414) 231-5500

Spud's Emporium Of Comics & Games
Ottumwa IA (515) 682-9228

Excalibur Comics
Portage, IN (219) 762-0949

The Collectible Card Connection
Rhinelander, WI
(715) 362 2155

Eclipse
Rolla, MO (573) 364-4301

Coy's Comics
Saginaw, MI (517) 790-1810

Galaxy Comics
Saginaw, MI (517) 799-6334

Big Daddy's
Schaumburg, IL (847) 534-9808

The Tenth Planet
Schererville IN
(219) 322-2902

Sheboygan Cards & Collectibles
Sheboygan WI
(414) 452-8442

Krantz Hobby
Sioux City, IA (712) 276-7079

Pack Shack
Southgate, MI (313) 284-0550

Campus Comics & Sports
Springfield MO
(417) 831-4724

The Fantasy Shop- St Charles
St Charles, MO
(314) 831 5211

The Wizards Wagon
St Charles, MO
(314) 441 9897

Sibley Lumber Centers
St Clair Shores, MI
(810) 772 2020

Star Clipper
St Louis, MO (314) 725-9110

S & S Collectibles
St. Joseph, MO
(816) 233-4413

Pinnacle Hobbie Shop
St. Marie, MI (906) 632 9612

The Blue Heron
Sullivan, IL (217) 728-4316

Game Closet
Terre Haute, IN
(812) 299-3709

The Cubby Hole
Tomah, WI (608) 372-3779

Gamer's Inn
Troy, MI (810) 740-7022

Galactic Greg's
Valparaiso, IN (219) 464-0119

Ginny's Midwest Comics
Vincennes, IN (812) 886-8818

Card & Comic
Wausau, WI (715) 848-9239

The Store
Waterford, MI (810) 673-1880

Comic Pit
Waterloo, IA (319) 233 5818

Wonderous Realms
Waukesha, WI
(414) 521 2091

JC Comics
Wheaton, IL

Hansen's Hobbies 2
Wilmette, IL (847) 222-1994

Wizard's Games & Books
Wood Dale IL
(630) 595-5151

Cappuccino's [illegible]
Wyoming, MI (616) 827 1563

Outer Limits White Cap Comics
Wyoming, MI (616) 452 1348

Top 10 Players (Limited)

1	[illegible]	Chicago, IL	[illegible]	6	[illegible]	Frankfort, IL	[illegible]
2	[illegible]	Fishers, IN	[illegible]	7	[illegible]	Indianapolis, IN	[illegible]
3	[illegible]	Kansas City, MO	[illegible]	8	[illegible]	[illegible]	[illegible]
4	[illegible]	Chicago, IL	1929	9	[illegible]	Green Bay, WI	[illegible]
5	[illegible]	Indianapolis, IN	[illegible]	10	[illegible]	[illegible]	[illegible]

Top 10 Players (Standard)

1	[illegible]	[illegible]	[illegible]	6	[illegible]	[illegible]	[illegible]
2	[illegible]	[illegible]	[illegible]	7	[illegible]	[illegible]	[illegible]
3	[illegible]	Fishers, IN	[illegible]	8	[illegible]	[illegible]	[illegible]
4	[illegible]	[illegible]	[illegible]	9	[illegible]	Springfield, MO	[illegible]
5	[illegible]	[illegible]	[illegible]	10	[illegible]	[illegible]	[illegible]

New England

DCI Sanctioned Events

5/15	EX	Bang Your Dead	Amesbury, MA	(978) 388-5800
5/15	ST	Friday Night Standard	Somerville, MA	(617) 666-5799
5/16	LT	OLE Saturday Limited Tournament	Worcester, MA	(978) 752-3862
5/16	ST	OLE's Saturday Standard	Worcester, MA	(508) 752-4862
5/16	ST	Do it to it	Amesbury, MA	(978) 388-5800
5/16	CL	Saturday Classic Tournament	Milford, CT	(203) 783-1530
5/16	ST	Saturday Standard Tournament	Milford, CT	(203) 783-1530
5/17	ST	Rah-Coco's Sanctioned Tourney	Providence, RI	(401) 861-1221
5/17	LT	Sunday Limited Tournament	Milford, CT	(203) 783-1530
5/17	CL	The Grid's Tournaments	Manchester, CT	(860) 645-3006
5/18	EX	Monday Night Extended	Somerville, MA	(617) 666-5799
5/19	LT	OLE's Tuesday Night Draft	Worcester, MA	(508) 752-4862
5/19	LT	Tuesday Night Limited	Somerville, MA	(617) 666-5799
5/20	ST	Dragon's Lair's Weekly Tournament	W Hartford, CT	(860) [illegible]
5/21	LT	Thursday Night Booster	Somerville, MA	(617) 666-5799
5/22	EX	Bang Your Dead	Amesbury, MA	(978) 388-5800
5/22	ST	Friday Night Standard	Somerville, MA	(617) 666-5799
5/23	LT	OLE Saturday Limited Tournament	Worcester, MA	(978) 752-3862
5/23	ST	OLE's Saturday Standard	Worcester, MA	(508) 752-4862
5/23	ST	Do it to it	Amesbury, MA	(978) 388-5800
5/23	CL	Saturday Classic Tournament	Milford, CT	(203) 783-1530
5/23	ST	Saturday Standard Tournament	Milford, CT	(203) 783-1530
5/24	ST	Rah-Coco's Sanctioned Tourney	Providence, RI	(401) 861-1221
5/24	LT	Sunday Limited Tournament	Milford, CT	(203) 783-1530
5/24	LT	The Grid's Tournaments	Manchester, CT	(860) 645-3006
5/25	EX	Monday Night Extended	Somerville, MA	(617) 666-5799
5/25	LT	OLE's Tuesday Night Draft	Worcester, MA	(508) 752-4862
5/26	LT	Tuesday Night Limited	Somerville, MA	(617) 666-5799
5/27	LT	Dragon's Lair's Weekly Tournament	W Hartford, CT	(860) [illegible]
5/28	LT	Thursday Night Booster	Somerville, MA	(617) 666-5799
5/29	EX	Bang Your Dead	Amesbury, MA	(978) 388-5800
5/29	ST	Friday Night Standard	Somerville, MA	(617) 666-5799
5/30	LT	OLE Saturday Limited Tournament	Worcester, MA	(978) 752-3862
5/30	ST	OLE's Saturday Standard	Worcester, MA	(508) 752-4862
5/30	ST	Do it to it	Amesbury, MA	(978) 388-5800
5/30	CL	Saturday Classic Tournament	Milford, CT	(203) 783-1530
5/30	ST	Saturday Standard Tournament	Milford, CT	(203) 783-1530
5/31	ST	Rah-Coco's Sanctioned Tourney	Providence, RI	(401) 861-1221
5/31	LT	Sunday Limited Tournament	Milford, CT	(203) 783-1530
5/31	LT	The Grid's Tournaments	Manchester, CT	(860) 645-3006
6/1	EX	Monday Night Extended	Somerville, MA	(617) 666-5799
6/2	LT	OLE's Tuesday Night Draft	Worcester, MA	(508) 752-4862
6/2	LT	Tuesday Night Limited	Somerville, MA	(617) 666-5799
6/4	LT	Thursday Night Booster	Somerville, MA	(617) 666-5799
6/5	ST	Friday Night Standard	Somerville, MA	(617) 666-5799
6/6	LT	OLE Saturday Limited Tournament	Worcester, MA	(978) 752-3862
6/6	ST	OLE's Saturday Standard	Worcester, MA	(508) 752-4862
6/6	**LT**	**Exodus Prerelease**	**Boston, MA**	**(617) [illegible]**
6/6	CL	Saturday Classic Tournament	Milford, CT	(203) 783-1530
6/6	ST	Saturday Standard Tournament	Milford, CT	(203) 783-1530
6/7	LT	Rah-Coco's Sanctioned Tourney	Providence, RI	(401) 861-1221
6/7	ST	Rah-Coco's Sanctioned Tourney	Providence, RI	(401) 861-1221
6/7	LT	Sunday Limited Tournament	Milford, CT	(203) 783-1530
6/8	EX	Monday Night Extended	Somerville, MA	(617) 666-5799
6/9	LT	OLE's Tuesday Night Draft	Worcester, MA	(508) 752-4862
6/9	LT	Tuesday Night Limited	Somerville, MA	(617) 666-5799
6/11	LT	Thursday Night Booster	Somerville, MA	(617) 666-5799
6/12	ST	Friday Night Standard	Somerville, MA	(617) 666-5799
6/13	LT	OLE Saturday Limited Tournament	Worcester, MA	(978) 752-3862
6/13	ST	OLE's Saturday Standard	Worcester, MA	(508) 752-4862
6/13	CL	Saturday Classic Tournament	Milford, CT	(203) 783-1530
6/13	ST	Saturday Standard Tournament	Milford, CT	(203) 783-1530
6/14	ST	Rah-Coco's Sanctioned Tourney	Providence, RI	(401) 861-1221
6/14	LT	Sunday Limited Tournament	Milford, CT	(203) 783-1530

Arena League Sites

Amesbury Games
Amesbury MA (508) 388-6800

Pension Sports Cards
Auburn ME (207) 786-8654

Scholars
Bridgewater, MA
(508) 279-1712

Omni Comics And Cards
Bristol, CT (860) 589-3003

Quarter Staff Games
Burlington, VT (802) 863-3666

New Hampshire Magic Outpost
Chester NH (603) 483-2276

The Game Zone
Dover NH (603) 749-2242

Fun & Games
East Windsor, CT
(860) 623-6916

Comics Plus - Ellsworth
Ellsworth, ME (207) 667-6061

Cosmic Comics - Fall River
Fall River, MA (508) 324-1963

Card Asylum
Farmington ME
(207) 778-2790

Video Connection
Framingham, MA
(508) 620-6010

Greenhouse Games
Gardiner, ME (207) 582-6436

Trader Tom's
Greenfield, MA
(413) 772-6069

Wayne's Cards & Comics
Greenville, RI (401) 949-0022

Citadel Game Store
Groton, CT (860) 445-3641

[illegible]
Hamden, CT (203) 248-0096

The Abyss
Holbrook, MA (617) 767 1194

Tony's Fun & Games
Laconia, NH (603) 524-5567

Dreams Of Lore
Lebanon NH (603) 448-0130

Lenox Sportscards & Gaming
Lenox, MA (413) 637-3243

The Magic Guild
Leominster, MA
(508) [illegible]

[illegible] Comic Connection
Littleton, MA (508) 486-1099

The Grid
Manchester, CT (860) 645-3006

Sam's Comic Shop
Meriden, CT (203) 634-3355

Paradox Books
Methuen, MA (978) 686-4440

Mike's Cards And Comics
N Chelmsford, MA
(508) [illegible]

Charlie's Comic Book Shop
North Conway, NH
(603) [illegible]

Grandmaster Games & Hobbies
North Dartmouth, MA
(508) [illegible]

Heroes Comics And Cards
Norwalk, CT (203) [illegible]

Pub Games Plus Inc
Norwalk, CT (203) [illegible]

Ground Zero Games
Norwood, MA (781) [illegible]

[illegible]
Plymouth MA [illegible]

M & S Games
Portland, ME (207) 878-5466

Eagle [illegible]
Presque Isle, ME
(207) 764-[illegible]

Rah Coco's
Providence, RI

[illegible] Stamp Shop Inc
Salem, MA [illegible]

[illegible] Cards Comics & Games
[illegible], MA (508) 674-5568

Davis Square Collectibles
Somerville, MA
(617) 623-[illegible]

Your Move Games
Somerville, MA
(617) [illegible]

Most Excellent Cards & Co
Springfield, MA
(413) [illegible]

The Brass Dragon
Torrington, CT (860) 489-5092

[illegible] Tactics
[illegible], CT (860) [illegible]

Dragon's Lair
West Hartford, CT
[illegible]

The Dragon's Lair - West Springfield
West Springfield, MA
[illegible]

[illegible]
Woonsocket, RI
(401) [illegible]

Dragon's Lair East
Worcester, MA [illegible]

Top 10 Players (Limited)

1	[illegible]	[illegible]	[illegible]	6	[illegible]	[illegible]	[illegible]
2	Carl Ullman	Worcester, MA	1841	7	[illegible]	Cambridge, MA	[illegible]
3	[illegible]	Boston, MA	[illegible]	8	[illegible]	West Hartford, CT	[illegible]
4	[illegible]	Fairfield, CT	[illegible]	9	[illegible]	Somerville, MA	[illegible]
5	[illegible]	[illegible]	[illegible]	10	[illegible]	[illegible]	[illegible]

U.S. Regional News

Top 10 Players (Standard)

1	[illegible]	Fairfield, CT	2027	6	Brian M. Kibler	Derry, NH	[illegible]
2	Christoph [illegible]	Lynn, MA	2002	7	George E. [illegible]	Manchester, NH	[illegible]
3	[illegible] McLaughlin	[illegible], VT	[illegible]	8	Nicholas S. [illegible]	Auburn, NH	[illegible]
4	Thomas [illegible]	[illegible], NH	1978	9	Jay [illegible]	Londonderry, NH	[illegible]
5	Eric M. [illegible]	Springfield, MA	[illegible]	10	[illegible]	Nashua, NH	[illegible]

Southeast

DCI Sanctioned Events

5/15	LT	Friday Booster Draft	Alpharetta, GA	(770) 753-0030
5/15	LT	Friday Night Booster Draft	Marietta, GA	(770) 578-1112
5/15	EX	Friday Night Fights	Myrtle Beach, SC	(803) 293-1406
5/15	ST	Smokey Mountain Con I	Maryville, TN	(423) 719-4330
5/16	CL	Blackthorn's classic restricted	Dickson, TN	(615) 446-6057
5/16	ST	Comic Warehouse's Weekly Tourney	Naples, FL	(941) 643-1020
5/16	ST	Comic Warehouse's Weekly Tourney	Naples, FL	(941) 643-1020
5/16	ST	Gathering with Katie	Jefferson, TN	(423) 475-1966
5/16	LT	JAK's Limited	Biloxi, MS	(228) 438-7744
5/16	CL	Lion & Unicorn's Sanctioned Tournament	Hoover, AL	(205) 823-1118
5/16	ST	Player 2: Max or a Box	Huntsville, AL	(205) 532-2222
5/16	LT	Saturday Booster #1	Alpharetta, GA	(770) 753-0030
5/16	LT	Saturday Booster #2	Alpharetta, GA	(770) 753-0030
5/16	LT	Saturday Booster #3	Alpharetta, GA	(770) 753-0030
5/16	ST	Saturday Standard	Alpharetta, GA	(770) 753-0030
5/16	ST	Saturday Standard Tournament	Marietta, GA	(770) 578-1112
5/16	CL	Smokey Mountain Con I	Maryville, TN	(423) 719-4330
5/16	LT	Smokey Mountain Con I	Maryville, TN	(423) 719-4330
5/16	LT	Stronghold Booster Draft	Clarksville, TN	(931) 553-0381
5/17	EX	Books & Comics Tournaments	Jacksonville, FL	(904) 448-5304
5/17	LT	JAK's Limited	Biloxi, MS	(228) 438-7744
5/17	LT	Sunday Booster Draft	Alpharetta, GA	(770) 753-0030
5/17	EX	Sunday Extended Tournament	Marietta, GA	(770) 578-1112
5/17	LT	Sunday Limited	Alpharetta, GA	(770) 753-0030
5/17	CL	Sunday Showdown	Myrtle Beach, SC	(803) 293-1406
5/18	LT	Monday Booster Draft	Alpharetta, GA	(770) 753-0030
5/18	ST	Monday Standard	Alpharetta, GA	(770) 753-0030
5/19	LT	Tuesday Booster Draft	Alpharetta, GA	(770) 753-0030
5/19	CL	Tuesday Tourney	Myrtle Beach, SC	(803) 293-1406
5/19	ST	Two-Dollar Tuesdays	Longwood, FL	(407) 695-1953
5/20	ST	Planeswalkers Unleashed!	Knoxville, TN	(423) 609-1200
5/20	LT	Wednesday Booster Draft	Alpharetta, GA	(770) 753-0030
5/20	EX	Wednesday Extended	Alpharetta, GA	(770) 753-0030
5/21	ST	Ashley's Sportscards Weekly Tourney	Tazewell, TN	(423) 626-6814
5/21	ST	JAK's Rath	Biloxi, MS	(228) 438-7744
5/22	LT	Friday Booster Draft	Alpharetta, GA	(770) 753-0030
5/22	LT	Friday Night Booster Draft	Marietta, GA	(770) 578-1112
5/22	ST	Friday Night Fights	Myrtle Beach, SC	(803) 293-1406
5/23	ST	Blackthorn's standard tournament	Dickson, TN	(615) 446-6057
5/23	ST	Comic Warehouse's Weekly Tourney	Naples, FL	(941) 643-1020
5/23	ST	Comic Warehouse's Weekly Tourney	Naples, FL	(941) 643-1020
5/23	EX	Extended Tournament	Clarksville, TN	(931) 553-0381
5/23	ST	Gathering with Katie	Jefferson, TN	(423) 475-1966
5/23	LT	Gun Dog Comics Sanctioned Tourney	Tupelo, MS	(601) 842-7624
5/23	ST	JAK's Standard	Biloxi, MS	(228) 438-7744
5/23	LT	Lion & Unicorn's Sanctioned Tournament	Hoover, AL	(205) 823-1118
5/23	ST	Player 2: Max or a Box	Huntsville, AL	(205) 532-2222
5/23	LT	Saturday Booster #1	Alpharetta, GA	(770) 753-0030
5/23	LT	Saturday Booster #2	Alpharetta, GA	(770) 753-0030
5/23	LT	Saturday Booster #3	Alpharetta, GA	(770) 753-0030
5/23	ST	Saturday Standard	Alpharetta, GA	(770) 753-0030
5/23	ST	Saturday Standard Tournament	Marietta, GA	(770) 578-1112
5/24	EX	Books & Comics Tournaments	Jacksonville, FL	(904) 448-5304
5/24	CL	Lion & Unicorn's Sanctioned Tournament	Hoover, AL	(205) 823-1118
5/24	LT	Sunday Booster Draft	Alpharetta, GA	(770) 753-0030
5/24	EX	Sunday Extended Tournament	Marietta, GA	(770) 578-1112
5/24	LT	Sunday Limited	Alpharetta, GA	(770) 753-0030
5/24	CL	Sunday Showdown	Myrtle Beach, SC	(803) 293-1406
5/25	LT	Monday Booster Draft	Alpharetta, GA	(770) 753-0030
5/25	ST	Monday Standard	Alpharetta, GA	(770) 753-0030
5/26	LT	Tuesday Booster Draft	Alpharetta, GA	(770) 753-0030
5/26	CL	Tuesday Tourney	Myrtle Beach, SC	(803) 293-1406
5/26	ST	Two-Dollar Tuesdays	Longwood, FL	(407) 695-1953
5/27	ST	Planeswalkers Unleashed!	Knoxville, TN	(423) 609-1200
5/27	LT	Wednesday Booster Draft	Alpharetta, GA	(770) 753-0030
5/27	EX	Wednesday Extended	Alpharetta, GA	(770) 753-0030
5/28	ST	Ashley's Sportscards Weekly Tourney	Tazewell, TN	(423) 626-6814
5/29	LT	Friday Booster Draft	Alpharetta, GA	(770) 753-0030
5/29	LT	Friday Night Booster Draft	Marietta, GA	(770) 578-1112
5/29	CL	Friday Night Fights	Myrtle Beach, SC	(803) 293-1406
5/30	LT	Blackthorn's booster draft	Dickson, TN	(615) 446-6057
5/30	ST	Comic Warehouse's Weekly Tourney	Naples, FL	(941) 643-1020
5/30	ST	Comic Warehouse's Weekly Tourney	Naples, FL	(941) 643-1020
5/30	ST	Gathering with Katie	Jefferson, TN	(423) 475-1966
5/30	CL	Lion & Unicorn's Sanctioned Tournament	Hoover, AL	(205) 823-1118
5/30	ST	Player 2: Max or a Box	Scottsboro, AL	(205) 259-2222
5/30	ST	Rath Cycle Standard Constructed	Clarksville, TN	(931) 553-0381
5/30	LT	Saturday Booster #1	Alpharetta, GA	(770) 753-0030
5/30	LT	Saturday Booster #2	Alpharetta, GA	(770) 753-0030
5/30	LT	Saturday Booster #3	Alpharetta, GA	(770) 753-0030
5/30	ST	Saturday Standard	Alpharetta, GA	(770) 753-0030
5/30	ST	Saturday Standard Tournament	Marietta, GA	(770) 578-1112
5/31	ST	Books & Comics Tournaments	Jacksonville, FL	(904) 448-5304
5/31	LT	Sunday Booster Draft	Alpharetta, GA	(770) 753-0030
5/31	EX	Sunday Extended Tournament	Marietta, GA	(770) 578-1112
5/31	LT	Sunday Limited	Alpharetta, GA	(770) 753-0030
5/31	LT	Sunday Showdown	Myrtle Beach, SC	(803) 293-1406
6/1	LT	Monday Booster Draft	Alpharetta, GA	(770) 753-0030
6/1	ST	Monday Standard	Alpharetta, GA	(770) 753-0030
6/2	LT	Tuesday Booster Draft	Alpharetta, GA	(770) 753-0030
6/2	LT	Tuesday Tourney	Myrtle Beach, SC	(803) 293-1406
6/3	LT	Wednesday Booster Draft	Alpharetta, GA	(770) 753-0030
6/3	EX	Wednesday Extended	Alpharetta, GA	(770) 753-0030
6/4	ST	Ashley's Sportscards Weekly Tourney	Tazewell, TN	(423) 626-6814
6/5	LT	Friday Booster Draft	Alpharetta, GA	(770) 753-0030
6/5	LT	Friday Night Booster Draft	Marietta, GA	(770) 578-1112
6/5	CL	Friday Night Fights	Myrtle Beach, SC	(803) 293-1406
6/6	ST	Comic Warehouse's Weekly Tourney	Naples, FL	(941) 643-1020
6/6	ST	Comic Warehouse's Weekly Tourney	Naples, FL	(941) 643-1020
6/6	LT	**Exodus Prerelease**	**Atlanta, GA**	**(770) 753-0030**
6/6	LT	**Exodus Prerelease**	**Birmingham, AL**	**(205) 880-3725**
6/6	LT	**Exodus Prerelease**	**Knoxville, TN**	**(770) 753-0030**
6/6	LT	**Exodus Prerelease**	**Orlando, FL**	**(770) 753-0030**
6/6	LT	**Exodus Prerelease**	**Memphis, TN**	**(901) 861-0870**
6/6	ST	Gathering with Katie	Jefferson, TN	(423) 475-1966
6/6	CL	Gun Dog Comics Summer 98	Tupelo, MS	(601) 842-7624
6/6	ST	Player 2: Max or a Box	Huntsville, AL	(205) 532-2222
6/6	LT	Saturday Booster #1	Alpharetta, GA	(770) 753-0030
6/6	LT	Saturday Booster #2	Alpharetta, GA	(770) 753-0030
6/6	LT	Saturday Booster #3	Alpharetta, GA	(770) 753-0030
6/6	ST	Saturday Standard	Alpharetta, GA	(770) 753-0030
6/6	ST	Saturday Standard Tournament	Marietta, GA	(770) 578-1112
6/7	LT	Sunday Booster Draft	Alpharetta, GA	(770) 753-0030
6/7	EX	Sunday Extended Tournament	Marietta, GA	(770) 578-1112
6/7	LT	Sunday Limited	Alpharetta, GA	(770) 753-0030
6/7	CL	Sunday Showdown	Myrtle Beach, SC	(803) 293-1406
6/8	LT	Monday Booster Draft	Alpharetta, GA	(770) 753-0030
6/8	ST	Monday Standard	Alpharetta, GA	(770) 753-0030
6/9	LT	Tuesday Booster Draft	Alpharetta, GA	(770) 753-0030
6/9	CL	Tuesday Tourney	Myrtle Beach, SC	(803) 293-1406
6/10	LT	Wednesday Booster Draft	Alpharetta, GA	(770) 753-0030
6/10	EX	Wednesday Extended	Alpharetta, GA	(770) 753-0030
6/11	ST	Ashley's Sportscards Weekly Tourney	Tazewell, TN	(423) 626-6814
6/12	LT	Friday Booster Draft	Alpharetta, GA	(770) 753-0030
6/12	LT	Friday Night Booster Draft	Marietta, GA	(770) 578-1112
6/12	LT	Friday Night Fights	Myrtle Beach, SC	(803) 293-1406
6/13	ST	Comic Warehouse's Weekly Tourney	Naples, FL	(941) 643-1020
6/13	ST	Comic Warehouse's Weekly Tourney	Naples, FL	(941) 643-1020
6/13	ST	Gathering with Katie	Jefferson, TN	(423) 475-1966
6/13	ST	Player 2: Max or a Box	Huntsville, AL	(205) 532-2222
6/13	LT	Saturday Booster #1	Alpharetta, GA	(770) 753-0030
6/13	LT	Saturday Booster #2	Alpharetta, GA	(770) 753-0030
6/13	LT	Saturday Booster #3	Alpharetta, GA	(770) 753-0030
6/13	ST	Saturday Standard	Alpharetta, GA	(770) 753-0030
6/13	ST	Saturday Standard Tournament	Marietta, GA	(770) 578-1112
6/14	LT	Sunday Booster Draft	Alpharetta, GA	(770) 753-0030
6/14	EX	Sunday Extended Tournament	Marietta, GA	(770) 578-1112
6/14	LT	Sunday Limited	Alpharetta, GA	(770) 753-0030

Arena League Sites

War Zone
Alpharetta, GA (770) 753-0030

Planet Comics
Anderson, SC (864) 261-3578

Game-Master Hobbies
Antioch, TN (615) 731-6227

The Fantasy Zone Inc
Athens, GA (706) 549-7500

Tyke's Games
Athens, GA (706) 354-4500

Northlake Stamp & Coin
Atlanta, GA (770) 939-7842

Dragon's Tale
Atlantic Beach, FL
(904) 246-0163

Augusta Book Exchange
Augusta, GA (706) 860-6553

Comic Crypt
Augusta, GA (706) 855-0074

Jak's
Biloxi, MS (601) 435-7744

Cosmic Games
Bradenton, FL (941) 746-5856

1 - Zone
Bradenton, FL (941) 753-0117

Outer Limit Comics
Centerville, GA (912) 953-7867

Games & Things
Clarksville, TN (931) 553-0381

Big Ron's Card Connection
Columbia, SC (803) 782-1425

Heroes And Dragons
Columbia, SC (803) 731-4376

Quest Comics #5
Dallas, GA (770) 443-4545

Hands On Computers
Davie, FL (954) 476-4600

Blackthorn
Dickson, TN (615) 446-6057

Dark Adventure Comics
Duluth, GA (770) 623-3675

West Wateree Trophy
Elgin, SC (803) 438-5669

Wizards Comics & Cards
Florence, AL (205) 766-6821

The Game Zone - Fort Meyers
Fort Meyers, FL (941) 482-4755

Slammin Sam's
Franklin, TN (615) 771-7710

Bonjen's Books And Comics
Griffin, GA (770) 412-6723

RPG Distributors
Guaynabo, PR
(787) 272-0369

The War Zone
Hattiesburg, MS
(601) 268-7675

AB Tales
Hendersonville, TN
(615) 826-0209

New Zocchi
Holly Springs, MS
(601) 252-5615

Lion And The Unicorn
Hoover, AL (205) 823-1118

Gamescape
Jackson, TN (901) 664-1078

Key West Kite Company
Key West, FL (305) 296-2535

Southernmost Sports Cards
Key West, FL (305) 292-4047

The Adventure's Inn
Knoxville, TN
(423) 522-7557

The Dragon's Lair - Lakeland
Lakeland, FL
(941) 682-0448

Ivory Tower Game Club
Largo, FL (813) 526-7494

Memory Lane Collectibles
Lawrenceburg, TN
(931) 762-8940

Giant Comic Book Warehouse
Longwood, FL (407) 695-1953

Comic Connection - Margate
Margate, FL (954) 973-0703

Colossal Comics - Marietta
Marietta, GA (770) 592-9962

Dr. No's
Marietta, GA (770) 422-4642

The Gaming Connection
Maryville, TN (423) 983-4372

Game Master
Memphis, TN (901) 752-3904

Gold Dragon Comics
Mobile, AL (334) 661-4060

Heroes Hangout
Myrtle Beach, SC
(803) 626-2789

The Dueling Ground - Myrtle Beach
Myrtle Beach, SC
(803) 293-1406

Comic Warehouse Inc.
Naples, FL (941) 643-1020

Mighty Mix
Nashville, TN (615) 868-9222

The War Room
Norcross, GA (770) 729-9588

The Barony
Oak Ridge, TN (423) 482-5892

Harry's Sports Cards
Orange Park, FL
(904) 272-5425

Dunlap Comics & Cards
Orangeburg, SC
(803) 534-3833

Coliseum Of Comics Store #1
Orlando, FL (407) 422-5757

Enterprise 1701
Orlando, FL (407) 896-1701

Widowmaker Enterprises
Orlando, FL (407) 207-8561

Cloak And Dagger
Ormond Beach, FL
(904) 677-6763

Asgard Cards & Comics
Parker, FL (850) 871-9399

Streck's Cyber House & Gaming
Pinellas Park, FL
(813) 541-7987

Player - 2 (Huntsville)
Pisgah, AL (205) 451-2222

Player - 2 (Scottsboro)
Pisgah, AL (205) 451-2222

Gamer's Haven
Rex, GA (770) 389-3511

Comic Stop
Rome, GA (706) 295-1444

Dragon's Dream Comics
Rome, GA

Big Top Hobbies
Saint Mary, GA
(912) 882-2099

The Gathering Place
Sarasota, FL (941) 607-4058

Flight Of The Phoenix
Savanah, GA

Coastal Sports Cards & Comics I
Savannah, GA
(912) 692-0016

Coastal Sports Cards & Comics II
Savannah, GA (912) 877-2827

Titan Games And Comics 3
Smyrna, GA (770) 996-9129

The Tangled Web
Spartanburg, SC
(864) 574-1713

The Dragon's Mantle
Stone Mountain, GA
(404) 298-1188

M & T Card Company
Sumter, SC (803) 775-9558

Bourbon Street Comics Inc.
Tampa, FL (813) 969-3716

Adventures Zone
Valdosta, GA
(912) 244-4263

Cyber Dragon
Vero Beach, FL (561) 778-8588

XY Design
W Palm Beach, FL
(561) 439-7482

Downtown Comics - Winter Haven
Winter Haven, FL
(941) 294-7795

Top 10 Players (Limited)

1	Steven T. [illegible]	Biloxi, MS	2004	6	Justin Cory	North Miami Beach, FL	[illegible]
2	Scott Reinhold	Alpharetta, GA	2051	7	Chris Clark	Auburn, AL	1947
3	Patrick [illegible]	Atlanta, GA	[illegible]	8	Stephen [illegible]	[illegible]	[illegible]
4	Andrew [illegible]	Marietta, GA	1952	9	Joseph A. Crosby	Jacksonville, FL	1941
5	[illegible] Ellis	Orange Park, FL	1961	10	Chris [illegible]	Clearwater, FL	[illegible]

Top 10 Players (Standard)

1	Kyle [illegible]	[illegible], FL	[illegible]	6	Steven T. [illegible]	Biloxi, MS	[illegible]
2	Peter [illegible]	Largo, FL	1974	7	[illegible]	Miami, FL	1944
3	Andrew [illegible]	[illegible], FL	[illegible]	8	Doug Lambert	Atlanta, GA	[illegible]
4	[illegible]	Memphis, TN	[illegible]	9	Adam Maysonet	Coconut Creek, FL	1925
5	[illegible] Chang	Clearwater, FL	[illegible]	10	Joseph A. Crosby	Jacksonville, FL	[illegible]

Mid-Atlantic

DCI Sanctioned Events

5/15	LT	Little War's Friday Night Draft	Fairfax, VA	(703) 352-9222
5/15	ST	The Mint Card Co's Weekly Standard	Glen Burnie, MD	(410) 766-8071
5/16	LT	Legends Limited Tournament	Towson, MD	(410) 496-1742
5/16	ST	Little War's Standard	Fairfax, VA	(703) 352-9222
5/16	ST	Star City Comics' Standard	Roanoke, VA	(540) 362-4400
5/17	ST	Another Universe's Standard Tournament	Baltimore, MD	(410) 931-2900
5/17	ST	Another Universe's Standard Tourney	Baltimore, MD	(410) 931-2900
5/17	LT	Between the Books DCI Monthly	Wilmington, DE	(302) 798-3378
5/17	EX	Occoquan Monthly Extended	Occoquan, VA	(703) 497-2210
5/17	LT	Occoquan Monthly Limited	Occoquan, VA	(703) 497-2210
5/17	ST	Occoquan Monthly Standard	Occoquan, VA	(703) 497-2210
5/17	EX	Star City Comics' Extended	Roanoke, VA	(540) 362-4400
5/18	ST	Game Parlor's - Standard Tournament	Chantilly, VA	(703) 803-3114
5/20	LT	Game Parlor's - Limited Tournament	Chantilly, VA	(703) 803-3114
5/22	LT	Little War's Friday Night Draft	Fairfax, VA	(703) 352-9222
5/22	ST	The Mint Card Co's Weekly Standard	Glen Burnie, MD	(410) 766-8071
5/23	ST	Legends Standard Tournament	Towson, MD	(410) 496-1742
5/23	ST	Little War's Standard	Fairfax, VA	(703) 352-9222
5/23	ST	Star City Comics' Standard	Roanoke, VA	(540) 362-4400
5/24	ST	Another Universe's Standard Tournament	Baltimore, MD	(410) 931-2900
5/24	EX	Star City Comics' Extended	Roanoke, VA	(540) 362-4400
5/25	ST	Game Parlor's - Standard Tournament	Chantilly, VA	(703) 803-3114
5/27	LT	Game Parlor's - Limited Tournament	Chantilly, VA	(703) 803-3114
5/29	EX	Days of Knights May Extended Tournament	Newark, DE	(302) 366-0963
5/29	ST	Days of Knights May Standard Tournament	Newark, DE	(302) 366-0963
5/29	LT	Little War's Friday Night Draft	Fairfax, VA	(703) 352-9222
5/29	ST	The Mint Card Co's Weekly Standard	Glen Burnie, MD	(410) 766-8071
5/30	LT	Legends Limited Tournament	Towson, MD	(410) 496-1742
5/30	ST	Little War's Standard	Fairfax, VA	(703) 352-9222
5/30	ST	Star City Comics' Standard	Roanoke, VA	(540) 362-4400
5/31	ST	Another Universe's Standard Tournament	Baltimore, MD	(410) 931-2900
5/31	ST	Another Universe's Standard Tourney	Baltimore, MD	(410) 931-2900
5/31	EX	Star City Comics' Extended	Roanoke, VA	(540) 362-4400
6/1	ST	Game Parlor's - Standard Tournament	Chantilly, VA	(703) 803-3114
6/3	LT	Game Parlor's - Limited Tournament	Chantilly, VA	(703) 803-3114
6/5	LT	Little War's Friday Night Draft	Fairfax, VA	(703) 352-9222
6/5	ST	The Mint Card Co's Weekly Standard	Glen Burnie, MD	(410) 766-8071
6/6	LT	**Exodus Prerelease**	**Raleigh, NC**	**(910) 889-9900**
6/6	LT	**Exodus Prerelease**	**Washington, DC**	**(301) 881-3530**
6/6	ST	Legends Standard Tournament	Towson, MD	(410) 496-1742
6/6	ST	Little War's Standard	Fairfax, VA	(703) 352-9222
6/6	ST	Star City Comics' Standard	Roanoke, VA	(540) 362-4400
6/7	ST	Another Universe's Standard Tournament	Baltimore, MD	(410) 931-2900
6/7	LT	Between the Books DCI Monthly	Wilmington, DE	(302) 798-3378
6/7	EX	Star City Comics' Extended	Roanoke, VA	(540) 362-4400
6/8	ST	Game Parlor's - Standard Tournament	Chantilly, VA	(703) 803-3114
6/10	LT	Game Parlor's - Limited Tournament	Chantilly, VA	(703) 803-3114
6/12	LT	Little War's Friday Night Draft	Fairfax, VA	(703) 352-9222
6/12	ST	The Mint Card Co's Weekly Standard	Glen Burnie, MD	(410) 766-8071
6/13	LT	Legends Limited Tournament	Towson, MD	(410) 496-1742
6/13	ST	Little War's Standard	Fairfax, VA	(703) 352-9222
6/13	ST	Star City Comics' Standard	Roanoke, VA	(540) 362-4400
6/14	ST	Another Universe's Standard Tournament	Baltimore, MD	(410) 931-2900
6/14	ST	Another Universe's Standard Tourney	Baltimore, MD	(410) 931-2900
6/14	EX	Star City Comics' Extended	Roanoke, VA	(540) 362-4400

Arena League Sites

Encore Books And More
Albemarle, NC (704) 982-7546

The Lucky Frog
Annadale, VA (703) 354-8018

Fantasy Forum
Arlington, VA (703) 243-2261

The Armory Retail Store
Baltimore, MD (410) 602-8000

Combat Enterprises
Bel Air, MD (410) 877-3043

The Hobby Shop
Blacksburg, VA
(540) 552-2041

Alliance Comics
Bowie, MD (301) 352-4322

Cj's Comics & Collectibles
Burlington, NC (910) 222-1193

Game Parlor
Chantilly, VA (703) 803-3114

Cerebral Hobbies
Chapel Hill, NC
(919) 929-0021

Heroes Aren't Hard To Find
Charlotte, NC
(704) 375-7463

The Game Place
Charlottesville, VA
(804) 984-1040

Time Capsule
Chester, VA (804) 748-4002

Pandora's Box
College Park, MD
(301) 474-4931

Contact To Astonish
Columbia, MD (410) 381-2732

Dragon's Keep
Dillsboro, NC (704) 631-0380

Walt's Cards
Dundalk, MD (410) 288-7044

The Magic Place
Durham, NC (919) 471-1123

The Dugout Comics And Cards
Ellicot City, MD (410) 461-8664

Gamer's Quest
Fayetteville, NC
(910) 867-3080

The Mint Card Company
Glen Burnie, MD
(410) 766-8071

Hobbie Quest
Goldsboro, NC (919) 751-2992

Craig's Cards And Collectibles
Grinsboro, NC
(910) 855-3880

Atomic Comics
Hampton, VA (757) 723-5003

Imagination Station
Hampton, VA (757) 766-7476

Hobbies & Heroes
Hickory, NC (704) 345-0206

Daddy Jim's Comics
High Point, NC (910) 889-9900

Silver Unicorn
Hopewell, VA (804) 452-1647

Clubhouse Collectibles Inc
Hyattsville, MD
(301) 559-8337

Grand Slam Sportscards
Jacksonville, NC
(910) 346-7526

Card & Comic Bargain House
Kernersville, NC
(910) 996-8088

Cinecom
Lake Ridge, VA (703) 680-4733

2nd Season Book Exchange
Martinsville, VA
(540) 632-2665

Total Access Games
Mechanicsville, VA
(804) 559-1124

Area 31 Games
Mt. Airy, MD

Outer Banks Cards & Comics
Nags Head, NC
(919) 480-0077

The Days Of Knights
Newark, DE (302) 366-0963

Guild Adventure Gaming
Newport News, VA
(757) 877-7922

Campaign Headquarters
Norfolk, VA (804) 583-9451

Bay Are Comix
North Beach, MD
(410) 286-3386

Essential Comics
Raleigh, NC (919) 981-0110

Games Galore - Raleigh
Raleigh, NC (919) 781-4263

One-Eyed Jacques
Richmond, VA (804) 359-5163

Richmond Comix
Richmond, VA (804) 330-3460

Dream Wizards
Rockville, MD (301) 881-3530

Greg's Cards
Spruce Pine, NC
(704) 688-2487

Comic World - Stafford
Stafford, VA (540) 659-0144

The Time Tunnel
Statesville, NC
(704) 871-8933

Guardian Comics 2
Waldorf, MD

Between Books
Wilmington, DE
(302) 798-3378

Fan Boy Comics & Cards
Wilmington, NC
(910) 452-7828

Four Color Fantasies
Winchester, VA (540) 662-7377

The Game Place - Winchester
Winchester, VA (540) 723-9681

Top 10 Players (Limited)

1	Jason J. McHale	Highland Springs, VA	2015	6	Tyler S. Bachman	Manassas, VA	1917
2	Gary W. Fortenberry	Sterling, VA	1983	7	John E. Slaughter	Charlottesville, VA	[illegible]
3	Michael Long	Centreville, VA	1982	8	[illegible]	Durham, NC	[illegible]
4	Donald Collitz	Springfield, VA	1951	9	Matthew Salem	Raleigh, NC	[illegible]
5	Jonathan E. Becker	Alexandria, VA	[illegible]	10	Kyle B. Rose	Chester, VA	[illegible]

Top 10 Players (Standard)

1	Kyle B. Rose	Chester, VA	2048	6	Dan R. Murray	Chapel Hill, NC	[illegible]
2	Rudy Edwards	Fayetteville, NC	2018	7	[illegible]	Columbia, MD	1955
3	Jason J. McHale	Highland Springs, VA	2004	8	Justin M. Smith	[illegible], MD	1951
4	Andrew Cuneo	Reston, VA	1972	9	Brian E. Pyatt	Blacksburg, VA	1944
5	Donald Collitz	Springfield, VA	[illegible]	10	Brian Schneider	Lutherville, MD	1944

Hawaii

DCI Sanctioned Events

6/6	LT	Exodus Prerelease	Honolulu, HI	(808) 596-8236

Arena League Sites

Dan's Card World
Honolulu, HI (808) 596-4690

Other Realms
Honolulu, HI (808) 596-8236

Top 10 Players (Limited)

1	[illegible]	Honolulu, HI	[illegible]	6	Mark Nazareno	Kaneohe, HI	1787
1	Jason Lym	Honolulu, HI	[illegible]	7	Ryan M. Stampke	Mililani, HI	1772
3	Christopher D. Lehman	Kaneohe, HI	[illegible]	8	[illegible]	Honolulu, HI	[illegible]
4	[illegible]	Kaneohe, HI	[illegible]	9	Christopher K. Jackson	Kahului, HI	[illegible]
5	Javier T. Lugo	Honolulu, HI	[illegible]	10	Russell T. Araki	Honolulu, HI	1747

Top 10 Players (Standard)

1	Ryan M. Stampke	Mililani, HI	[illegible]	6	Russell T. Araki	Honolulu, HI	[illegible]
2	Jason Lym	Honolulu, HI	1822	7	Raymond E. King	Aiea, HI	[illegible]
3	Brian K. [illegible]	Honolulu, HI	1817	8	Mark Nazareno	Kaneohe, HI	[illegible]
4	Christopher D. Lehman	Kaneohe, HI	1816	9	Calvin Wong	Honolulu, HI	[illegible]
5	[illegible]	Aiea, HI	[illegible]	10	Javier T. Lugo	Honolulu, HI	[illegible]

Canada Regional News

Arena League Sites & DCI Events In YOUR AREA

Western Canada
Central Canada
Alberta
Central Canada
Quebec
Maritimes
Eastern Ontario
Southern Ontario

CANADA MAP KEY

Key to Format Codes

CL	-Classic [includes Classic (Type I) and Classic Restricted (Type 1.5)]
EX	-Extended [includes Extended and *Ice Age* Block]
LT	-Limited [includes Sealed Deck and Draft]
ST	-Standard [includes Standard (Type II), *Mirage* Block, and Rath Cycle Block]

Alberta

DCI Sanctioned Events

6/6	LT	Exodus Prerelease	Edmonton, AB	(403) 483-2669

Arena League Sites

Magic Connection
Calgary, AB (403) 248-9033

Beyond Fantasy The Comic Store
Edmonton, AB (403) 483-2669

Warp 1 Comics
Edmonton, AB (403) 433-7119

Warp 2
Edmonton, AB (403) 478-7767

Mission: Fun & Games
St Albert, AB (403) 459-1021

Top 10 Players (Limited)

1	Roland S. Au	Edmonton, AB	1919	6	Robert Gale	Calgary, AB	1810
1	Mike Banfield	Edmonton, AB	1910	7	Michael S. Reilly	Edmonton, AB	1804
3	[illegible]	Edmonton, AB	1893	8	Cory McLean	Edmonton, AB	1790
4	JP Cote	Edmonton, AB	1880	9	[illegible]	Calgary, AB	1791
5	[illegible]	Edmonton, AB	1850	10	[illegible]	Fort McMurray, AB	174[illegible]

Top 10 Players (Standard)

1	Roland S. Au	Edmonton, AB	1921	6	[illegible]	Grande Prairie, AB	[illegible]
2	[illegible]	Calgary, AB	1893	7	Michael Gower	Calgary, AB	[illegible]
3	James P. Ray	Edmonton, AB	1887	8	[illegible]	Calgary, AB	[illegible]
4	Michael S. Reilly	Edmonton, AB	1883	9	Michael J. Lewis	Edmonton, AB	[illegible]
5	[illegible]	Edmonton, AB	1872	10	Robert Gale	Calgary, AB	[illegible]

Maritimes

DCI Sanctioned Events

5/16	LT	Dal Con - Booster Draft	Halifax, NS	(902) 423-5353
5/16	CL	Prine County Open	Summerside, PE	(902) 954-3139
5/23	CL	Prine County Open	Summerside, PE	(902) 954-3139
5/23	ST	The Tournament	St John's, NF	(709) 364-4616
5/30	ST	Dal Con - Standard	Halifax, NS	(902) 423-5353
5/30	CL	Prine County Open	Summerside, PE	(902) 954-3139
5/30	ST	The Tournament	St John's, NF	(709) 364-4616
6/6	CL	Prine County Open	Summerside, PE	(902) 954-3139
6/7	ST	The Tournament	St John's, NF	(708) 364-4616
6/13	ST	Dal Con - Rath Cycle Block	Halifax, NS	(902) 423-5353
6/13	CL	Prine County Open	Summerside, PE	(902) 954-3139
6/14	ST	The Tournament	St John's, NF	(708) 364-4616

Arena League Sites

CCCP
Seal Cove, Cbs, NF
(709) 744-3429

Games Down Under
St. John, NB (506) 634-1458

The Hobby Shop - Yarmouth
Yarmouth, NS
(902) 742-1300

Top 10 Players (Limited)

1	[illegible]	[illegible]	1742	6	James E. Martin	Amherst, NS	[illegible]
2	Chris D. Mitchell	Amherst, NS	1720	7	[illegible]	Moncton, NB	1870
3	[illegible]	Amherst, NS	1704	8	Andrew Grant	[illegible]	1874
4	[illegible]	Moncton, NB	[illegible]	9	[illegible]	Amherst, NS	1873
5	[illegible]	[illegible]	1805	10	[illegible]	Sackville, NB	1863

Top 10 Players (Standard)

1	[illegible]	St. John's, NF	1830	6	Peter C. McCarthy	St John's, NF	1783
2	[illegible]	St John's, NF	1783	7	[illegible]	St John's, NF	1807
3	[illegible]	[illegible]	1743	8	Will J. [illegible]	[illegible]	1804
4	[illegible]	[illegible]	1721	9	[illegible]	St John's, NF	1801
5	[illegible]	[illegible]	1713	10	[illegible]	[illegible]	1802

All lists were accurate as of March 27, 1998. Contact your local organizers for the most current information, or check<www.wizards.com/Arena> for a list of active Arena league sites.

Quebec

DCI Sanctioned Events

5/16	CL	Duel at the Pit - Classic	Longueuil, QC	(514) 677-7399
5/16	EX	LeTog's Weekly Tournament	Montreal, QC	(514) 273-3123
5/17	ST	Duel at the Pit - Standard	Longueuil, QC	(514) 677-7399
5/23	EX	Duel at the Pit - Extended	Longueuil, QC	(514) 677-7399
5/23	CL	LeTog's Weekly Tournament	Montreal, QC	(514) 273-3123
5/24	ST	Duel at the Pit - Standard	Longueuil, QC	(514) 677-7399
5/30	CL	Duel at the Pit - Classic	Longueuil, QC	(514) 677-7399
5/30	LT	LeTog's Weekly Tournament	Montreal, QC	(514) 273-3123
5/31	ST	Duel at the Pit - Standard	Longueuil, QC	(514) 677-7399
5/31	ST	Le fou du Roi Tournaments	Rimouski, QC	(418) 721-3669
6/6	EX	Duel at the Pit - Extended	Longueuil, QC	(514) 677-7399
6/6	LT	Exodus Prerelease	Montreal, QC	(514) 849-5696
6/6	ST	LeTog's Weekly Tournament	Montreal, QC	(514) 273-3123
6/7	ST	Duel at the Pit - Standard	Longueuil, QC	(514) 677-7399
6/13	CL	Duel at the Pit - Classic	Longueuil, QC	(514) 677-7399
6/13	EX	LeTog's Weekly Tournament	Montreal, QC	(514) 273-3123
6/14	ST	Duel at the Pit - Standard	Longueuil, QC	(514) 677-7399

Arena League Sites

L'Ami Du Collectionneur
Quebec City, QC
(418) 666-4942

Magical Elves
Repentigny, QC (514) 581-7256

Le Griffon Jeux Et Fantasies Inc.
Sherbrooke, QC (819) 566-0036

La Crypt Magique
St Jean, QC (314) 359-5964

La Chaos Premier
St Jerome, QC
(514) 565-4418

Top 10 Players (Limited)

1	[illegible]	Montreal, QC	1821	6	Vincent [illegible]	Pierrefonds, QC	1718
2	[illegible]	Verdun, QC	1801	7	[illegible]	Laval, QC	[illegible]
3	[illegible]	Montreal, QC	1772	8	Peter Yang	Ville St-Laurent, QC	[illegible]
4	Bruce Marsan	Montreal, QC	1724	9	Luc Lessard	St Eustache, QC	[illegible]
5	[illegible]	Valleyfield, QC	1723	10	[illegible]	Montreal, QC	1870

Top 10 Players (Standard)

1	Louis Rousseau	Trois-Rivieres, QC	1850	6	Yan Desjardins	Longueuil, QC	1701
2	Thomas J. [illegible]	[illegible], QC	1823	7	Vincent Rancourt	Boucherville, QC	1700
3	Bruce Marsan	Montreal, QC	1815	8	Danny T. Cho	Brossard, QC	1772
4	Patrick [illegible]	St Lambert, QC	1811	9	[illegible]	Montreal, QC	1758
5	[illegible]	St Jean, QC	1706	10	[illegible]	Brossard, QC	1748

Western Canada

DCI Sanctioned Events

5/17	ST	Weekly Standard	Burnaby, BC	(604) 521-4471
5/24	ST	Weekly Standard	Burnaby, BC	(604) 521-4471
5/31	ST	Weekly Standard	Burnaby, BC	(604) 521-4471
6/6	LT	Exodus Prerelease	Vancouver, BC	(604) 521-4471

Arena League Sites

Game Time Hobbies
Burnaby, BC
(604) 526-4263

Mishra's Game Factory
Burnaby, BC
(604) 521-4471

Impact Cards
Chilliwack, BC (604) 792-3666

Weekend Warriors
Delta, BC (604) 583-9914

Zimenick's Comics & Books
Kamloops, BC (250) 372-7311

Up-Start Comics & Games
Nanaimo, BC (604) 741-0101

Lucky's Cards And Comics
Vancouver, BC
(604) 875-9858

Top 10 Players (Limited)

1	Terry Tsang	Burnaby, BC	1840	6	[illegible]	Vancouver, BC	1861
2	Ryan Fuller	Burnaby, BC	1831	7	Terry Lau	Richmond, BC	1840
3	Robert J. Bradford	[illegible], BC	[illegible]	8	Sang Ly	Vancouver, BC	[illegible]
4	Jackson Wong	Vancouver, BC	1807	9	[illegible]	Burnaby, BC	1840
5	[illegible]	Vancouver, BC	1852	10	[illegible]	New Westminster, BC	1811

Top 10 Players (Standard)

1	Ryan Fuller	Burnaby, BC	[illegible]	6	[illegible]	Vancouver, BC	1792
2	[illegible]	New Westminster, BC	1881	7	Terry Lau	Richmond, BC	1798
3	[illegible]	[illegible], BC	1843	7	[illegible]	Vancouver, BC	1798
4	Terry Tsang	Burnaby, BC	1814	9	[illegible]	Vancouver, BC	1777
5	Sang Ly	Vancouver, BC	1807	10	[illegible]	Langley, BC	[illegible]

Eastern Ontario

DCI Sanctioned Events

5/15	LT	401 Ways to die...	Toronto, ON	(416) 599-6446
5/15	[illegible]	Comic Express' Friday Tournament	Milton, ON	(905) 875-2225
5/16	[illegible]	401 Ways to die...	Toronto, ON	(416) 599-6446
5/16	CL	Bayfield Collectibles - Classic	Barrie, ON	(705) 734-3903
5/16	[illegible]	Bayfield Collectibles - Limited	Barrie, ON	(705) 734-3903
5/17	LT	401 Ways to die...	Toronto, ON	(416) 599-6446
5/17	[illegible]	Bayfield Collectibles - Standard	Barrie, ON	(705) 734-3903
5/17	ST	Bayfield Collectibles - Standard Jr	Barrie, ON	(705) 734-3903
5/17	ST	Comic Express' Sunday Tournament	Milton, ON	(905) 875-2225
5/18	LT	401 Ways to die...	Toronto, ON	(416) 599-6446
5/21	[illegible]	401 Ways to die...	Toronto, ON	(416) 599-6446
5/22	LT	401 Ways to die...	Toronto, ON	(416) 599-6446
5/22	ST	Comic Express' Friday Tournament	Milton, ON	(905) 875-2225
5/23	ST	401 Ways to die...	Toronto, ON	(416) 599-6446
5/23	[illegible]	Bayfield Collectibles Tournament	Barrie, ON	(705) 734-3903
5/23	LT	Bayfield Collectibles Tournament	Barrie, ON	(705) 734-3903
5/24	LT	401 Ways to die...	Toronto, ON	(416) 599-6446
5/24	ST	Bayfield Collectibles Tournament	Barrie, ON	(705) 734-3903
5/24	ST	Comic Express' Sunday Tournament	Milton, ON	(905) 875-2225
5/25	LT	401 Ways to die...	Toronto, ON	(416) 599-6446
5/28	[illegible]	401 Ways to die...	Toronto, ON	(416) 599-6446
5/29	[illegible]	401 Ways to die...	Toronto, ON	(416) 599-6446
5/29	[illegible]	Comic Express' Friday Tournament	Milton, ON	(905) 875-2225
5/30	[illegible]	401 Ways to die...	Toronto, ON	(416) 599-6446
5/31	LT	401 Ways to die...	Toronto, ON	(416) 599-6446
5/31	ST	Comic Express' Sunday Tournament	Milton, ON	(905) 875-2225
6/1	LT	401 Ways to die...	Toronto, ON	(416) 599-6446
6/4	ST	401 Ways to die...	Toronto, ON	(416) 599-6446
6/5	LT	401 Ways to die...	Toronto, ON	(416) 599-6446
6/5	[illegible]	Comic Express' Friday Tournament	Milton, ON	(905) 875-2225
6/6	ST	401 Ways to die...	Toronto, ON	(416) 599-6446
6/6	LT	**Exodus Prerelease**	**Toronto, ON**	**(905) 524-5725**
6/7	LT	401 Ways to die...	Toronto, ON	(416) 599-6446
6/7	ST	Comic Express' Sunday Tournament	Milton, ON	(905) 875-2225
6/8	LT	401 Ways to die...	Toronto, ON	(416) 599-6446
6/11	ST	401 Ways to die...	Toronto, ON	(416) 599-6446
6/12	LT	401 Ways to die...	Toronto, ON	(416) 599-6446
6/12	ST	Comic Express' Friday Tournament	Milton, ON	(905) 875-2225
6/13	[illegible]	401 Ways to die...	Toronto, ON	(416) 599-6446
6/13	CL	Bayfield Collectibles - Classic	Barrie, ON	(705) 734-3903
6/13	LT	Bayfield Collectibles - Limited	Barrie, ON	(705) 734-3903
6/14	LT	401 Ways to die...	Toronto, ON	(416) 599-6446
6/14	ST	Bayfield Collectibles - Standard	Barrie, ON	(705) 734-3903
6/14	LT	Bayfield Collectibles - Standard Jr	Barrie, ON	(705) 734-3903
6/14	ST	Comic Express' Sunday Tournament	Milton, ON	(905) 875-2225

Arena League Sites

Sci Fi World
Concord, ON (905) 738-4348

The Comic Connection
Hamilton, ON (905) 522-2357

The Adventurer's Club
Niagra Falls, ON (905) 353-1508

Fandom II
Ottawa, ON (613) 236-1972

Master Yang's
Ottawa, ON (613) 237-4976

Silver Snail
Toronto, ON (416) 573-0889

Top 10 Players (Limited)

1	Gary E. Wise	[illegible]	2029	6	[illegible]	[illegible]	[illegible]
2	Eric Tam	Toronto, ON	2001	7	[illegible]	Toronto, ON	[illegible]
3	[illegible]	Toronto, ON	[illegible]	8	[illegible]	[illegible]	[illegible]
4	John Park	Toronto, ON	1822	9	[illegible]	[illegible]	[illegible]
5	[illegible]	Toronto, ON	[illegible]	10	[illegible]	Toronto, ON	[illegible]

Top 10 Players (Standard)

1	[illegible]	[illegible]	1901	6	[illegible]	[illegible]	[illegible]
2	Paul Mc Cabe	Toronto, ON	1876	7	[illegible]	Toronto, ON	1871
3	[illegible]	Mississauga, ON	[illegible]	7	[illegible]	Toronto, ON	[illegible]
4	[illegible]	Milton, ON	1852	9	Paul Johnson	[illegible]	[illegible]
5	[illegible]	Toronto, ON	[illegible]	10	[illegible]	Toronto, ON	[illegible]

Southern Ontario

Arena League Sites

Game Masters Emporium
Chatham, ON (519) 358-1441

Imperial Hobbies
London, ON (519) 434-8822

Top 10 Players (Limited)

1	[illegible]	London, ON	[illegible]	6	[illegible]	Sarnia, ON	[illegible]
2	[illegible]	Windsor, ON	1802	7	[illegible]	Kitchener, ON	1734
3	[illegible]	Windsor, ON	1807	8	[illegible]	[illegible]	[illegible]
4	[illegible]	Chatham, ON	1752	9	[illegible]	London, ON	1722
5	[illegible]	[illegible]	1751	10	[illegible]	Windsor, ON	[illegible]

Top 10 Players (Limited)

1	[illegible]	Windsor, ON	1802	6	Chris Page	[illegible]	[illegible]
2	[illegible]	London, ON	1790	7	[illegible]	London, ON	1758
3	Peter B. Carr	Windsor, ON	1777	8	[illegible]	[illegible]	[illegible]
4	[illegible]	[illegible]	1782	9	[illegible]	Windsor, ON	1710
5	[illegible]	Windsor, ON	1782	10	[illegible]	Chatham, ON	[illegible]

Central Canada

DCI Sanctioned Events

5/15	ST	Mind Gaming	Winnipeg, MB	(204) 452-1209
5/22	LT	Mind Gaming	Winnipeg, MB	(204) 774-4321
5/29	ST	Mind Gaming	Winnipeg, MB	(204) 475-9608
5/31	EX	Comic Corner Tournament	Winnipeg, MB	(204) 338-5236
6/14	EX	Hoover's Extended Tournament	Winnipeg, MB	(204) 633-9686

Arena League Sites

Sportscard Den
Northbay, ON (705) 472-4281

Amazing Stories Comics & Games
Saskatoon, SK (306) 242-8999

The Great Canadian Card Company
Sudbury, ON (705) 566-5093

Face Off Cards
Winnipeg, MB (204) 832-3921

Top 10 Players (Limited)

1	[illegible]	Winnipeg, MB	[illegible]	6	[illegible]	[illegible]	[illegible]
2	[illegible]	Winnipeg, MB	[illegible]	7	[illegible]	Winnipeg, MB	1751
3	[illegible]	Winnipeg, MB	[illegible]	8	[illegible]	[illegible]	[illegible]
4	[illegible]	Winnipeg, MB	[illegible]	9	Jason J. Paul	Winnipeg, MB	1742
5	[illegible]	Winnipeg, MB	[illegible]	10	[illegible]	Winnipeg, MB	[illegible]

Top 10 Players (Standard)

1	[illegible]	Winnipeg, MB	[illegible]	6	[illegible]	Winnipeg, MB	[illegible]
2	[illegible]	Winnipeg, MB	[illegible]	7	[illegible]	Winnipeg, MB	[illegible]
3	[illegible]	Winnipeg, MB	[illegible]	8	[illegible]	[illegible]	[illegible]
4	[illegible]	Winnipeg, MB	1852	9	[illegible]	Winnipeg, MB	[illegible]
5	Jason J. Paul	Winnipeg, MB	[illegible]	10	[illegible]	Winnipeg, MB	[illegible]

Arena League News

MORE PRERELEASES! MORE PRECONSTRUCTED DECKS!

Back in early 1997 when **Magic** preconstructed decks were still in the planning stages, there were some who wondered if people would even like the idea. The Arena league planned at that time to use the first group of decks in its Autumn Season 1997; we were pleasantly surprised at how well they were received by the **Magic**-playing community. Before the release of *Stronghold,* the Arena league prereleased the preconstructed decks and saw participation in the league climb dramatically.

With the release of *Exodus,* the Arena league is proud to bring back prerelease preconstructed decks. Radiant Season 1998 will use preconstructed decks from all three of the Rath Cycle expansions *(Tempest, Stronghold,* and *Exodus).* Radiant Season will start on June 11 and run through July 17.

Error Logs

Every time a match is played in the Arena league a match record is generated. These records are submitted to Wizards of the Coast and imported into our database. During this stage, some results hit snags because they have illegible, incorrect, or missing information that make it impossible to import them. Error logs are a compilation of all match results that don't make it into the database. In the past, error logs would pile up over the course of the season into large files.

Spring Season 1998 marked the first season in which we published error logs on our website (www.wizards.com/Arena). Typically, we import records twice a week and then generate new error logs. During Spring Season, we published new lists of error logs after each import. Retailers who took advantage of this information were able to correct and resubmit matches, allowing the correct matches to appear in the ratings far more quickly than before. We encourage more retailers to use this new resource in the hopes that it will result in ratings being more correct and up-to-date than ever.

The Future

What does the future hold for the Arena league? As part of our ongoing goal to provide a unique organized play experience, the Arena team plans to maintain the level of excitement in league play that has grown up over the past few seasons. More prerelease products, more *Vanguard* cards, new prizes (in addition to the oversized trophy-type cards), and new league features are all on the way and promise to keep the league energetic and vibrant!

—Garon Galloway

ARENA
The League for Magic: The Gathering
Magic The Gathering
EXODUS
AVAILABLE NOW!

Exodus Prerelease Coming in June

On June 6, the newest **Magic** expansion will debut in thirty-six Prerelease tournaments across North America. If the success of the *Stronghold* Prereleases (which drew approximately 11,000 players in North America alone) are any indicator, these tournaments will be among the best-attended **Magic** events in history.

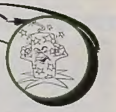
Exodus, the final chapter of the Rath Cycle series, details the escape of Gerrard and the crew of the *Weatherlight* from the fortress of Volrath. The 143-card expansion will no doubt showcase new abilities and creature types, as did its predecessors *Tempest* and *Stronghold.*

In addition to the normal Prerelease tournaments, the Arena league will feature another venue for players who wish to get their hands on *Exodus* cards before the official release date. The Radiant Season, which begins on June 11, will feature the *Exodus* preconstructed decks. So if you can't make it to a Prerelease tournament, you should still be able to get a sneak peek at the *Exodus* expansion before it hits the streets by visiting your local Arena retailer.

Exodus will become legal for Constructed tournament play on July 1. The U.S. National Championships, scheduled for the July 4 weekend, will be the first major tournament to feature *Exodus*—both in Constructed and Limited format play.

—Andy Collins

Celebrate Independence at Origins '98



The Fourth of July weekend marks the twenty-fourth annual Origins International Game Fair and Expo. Gamers of every type will converge on Columbus, Ohio, July 2–5, to participate in four days of fun and sleep deprivation. For the **Magic** enthusiast, Origins provides a huge selection of organized play events.

The prime event at Origins is, of course, the U.S. National Championships. The Top 4 players from Nationals will make up the 1998 U.S. National Team, and will compete in Seattle at the 1998 World Championships. Former U.S. National Teams have included Pro Tour winners Mike Long and Matt Place, as well as **Magic** legends Mark Justice and George Baxter.

For those players who were unable to win an invitation to the Nationals through their local Regional Championship, Origins offers you one last chance to qualify: the U.S. Open. This event is open to any player who wants a last run at the honor of playing for the United States team at the World Championships.

The U.S. Open will consist of six individual tournaments; each will award the Top 2 players a spot in the National Championships. These Standard Constructed tournaments will be the first major events to include the *Exodus* expansion in the allowable card sets. Along with two invitations to Nationals, each of the six Open tournaments will award ten display boxes of boosters, including foreign, out-of-print, and newly released cards. The first U.S. Open tournament starts Wednesday at midnight, and the remaining five tournaments will be held throughout the day on Thursday. The U.S. Nationals begin Friday morning.

Qualifiers for Pro Tour–Chicago will also be held on Friday and Saturday mornings for players who are not playing in Nationals, or who drop out after the first day. With several hundred of the top players participating in Nationals, these two Pro Tour Qualifiers will give other players a shot for invitations to Pro Tour–Chicago. These two Qualifiers will be *Tempest-Stronghold-Exodus* Sealed Deck, and will also include generous amounts of prize support (over a case of product for each tournament).

Origins '98 also hosts the *Duelist* Team Challenge. This event pits five-person teams against each other in five different formats (Standard, Classic, Extended, *Tempest-Stronghold-Exodus* Limited, and *Mirage*-block Limited). Each team picks one of its five players to compete in a particular format. Mark Rosewater will serve as head judge, and the *Duelist* magazine will provide prizes.

In addition to the generous serving of high-profile events, Origins provides many options for side events. Throughout the weekend, on a twenty-four-hour basis, players can sign up for just about any format under the sun—from Booster Drafts and Sealed Deck (using various languages and expansions) to Standard, Extended, and even Classic Constructed formats. Origins offers players the chance to meet artists, industry professionals, and some of the top players in the world. For a player seeking to participate in any kind of organized **Magic** tournament, Origins is a must-attend event.

—Jeff Donais

Good Luck Andy,
we'll miss your
guidance and leadership
(but probably not your jokes)

Upcoming Tournaments and events

presented by YAHOO!

May

Canadian Regionals

5/2/98	Alberta Edmonton, AB	(403) 483-2669
5/3/98	Maritimes Amherst, NS	(902) 667-0311
5/9/98	Central Ontario Toronto, ON	(905) 524-5725
5/16/98	Western Canada Vancouver, BC	(604) 521-4471
5/24/98	Southern Ontario London, ON	(905) 524-5725
5/30/98	Quebec Montreal, QC	(514) 849-5696
5/30/98	Central Canada Winnipeg, MB	(204) 475-9608

U.S. Regionals

5/16/98	Alaska Anchorage, AK	(907) 274-4112
5/16/98	Hawaii Honolulu, HI	(808) 596-8236
5/16/98	Northwest Seattle, WA	(206) 675-1608
5/16/98	Northern California Bay Area, CA	(650) 947-0398
5/16/98	Southern California Los Angeles, CA	(714) 444-4566
5/16/98	Southwest Albuquerque, NM	(505) 265-6100
5/16/98	Mountain Salt Lake City, UT	(801) 968-6365
5/16/98	Plains Lincoln, NE	(402) 434-5056
5/16/98	South Dallas, TX	(316) 946-1055
5/16/98	Midwest Chicago, IL	(847) 222-1994
5/16/98	Ohio Valley Columbus, OH	(800) 529-3976
5/16/98	Southeast Atlanta, GA	(770) 753-0030
5/16/98	Mid-Atlantic Washington, D.C.	(301) 881-3530
5/16/98	Northeast New York, NY	(212) 633-6320
5/16/98	New England Boston, MA	(617) 666-5799

THE MAIN EVENTS

May 24	**Arena™–The League for Magic: The Gathering® Spring Season ends**
May 30–31	**Grand Prix–Zurich**
June 5	**Super Series Junior World Open**
June 6–7	**Super Series Championship**
June 11	**Arena League Radiant Season begins**
June 26–28	**Grand Prix–Indianapolis**
June 26–28	**1998 Canadian National Championship**

June

Exodus™ Prerelease Tournaments

6/6/98	Akron, OH	(330) 922-4263
	Anchorage, AK	(907) 274-4112
	* Atlanta, GA	(770) 753-0030
	Birmingham, AL	(256) 880-3728
	Boston, MA	(617) 666-5799
	* Chicago, IL	(847) 222-1994
	* Columbus, OH	(800) 529-3976
	* Dallas, TX	(316) 946-1055
	Denver, CO	(303) 366-3977
	Edmonton, AB	(403) 483-2669
	Honolulu, HI	(808) 596-8236
	* Houston, TX	(713) 680-1870
	* Indianapolis, IN	(317) 578-3459
	Iowa City, IA	(319) 338-0086
	Knoxville, TN	(770) 753-0030
	* Lincoln, NE	(402) 434-5056
	Los Angeles, CA	(714) 444-4566
	* Memphis, TN	(501) 661-0870
	Minneapolis, MN	(920) 484-3006
	Montreal, QC	(514) 849-5696
	* New York, NY	(212) 633-6320
	* Orlando, FL	(770) 753-0030
	Philadelphia, PA	(800) 852-2442
	Phoenix, AZ	(714) 444-4566
	Pittsburgh, PA	(800) 529-3976
	Raleigh/Durham, NC	(910) 889-9900
	Salt Lake City, UT	(801) 968-6365
	* San Francisco, CA	(650) 947-0398
	* Seattle, WA	(206) 675-1608
	* St. Louis, MO	(847) 222-1994
	Syracuse, NY	(212) 633-6320
	* Toronto, ON	(905) 524-5725
	* Vancouver, BC	(604) 521-4471
	Washington D.C.	(301) 881-3530
	* Wichita, KS	(316) 946-1055

* overflow tournament scheduled for June 7

BattleTech® World Championship Qualifiers

6/6/98	Atlanta, GA	(770) 753-0606
6/6/98	Orlando, FL	(770) 753-0606
6/7/98	L.A./ N. Hollywood, CA	(818) 763-4748
6/7/98	Montreal, QC	(514) 849-5696
6/7/98	New York, NY	(212) 633-6320
6/13/98	Akron, OH	(330) 922-4263
6/13/98	Dickson, TN	(615) 446-6057
6/13/98	Edmonton, AB	(403) 483-2669
6/13/98	Los Angeles, CA	(714) 444-4566
6/13/98	Orem, UT	(801) 802-0630
6/13/98	Sewell, NJ	(609) 218-1860
6/14/98	Atlanta, GA	(770) 578-1112
6/14/98	Jacksonville, IL	(217) 245-0306
6/14/98	Rockville, MD	(301) 881-3530
6/14/98	Seattle, WA	(206) 675-1608
6/14/98	Toa Baja, PR	(787) 258-1366
6/20/98	Birmingham, AL	(205) 823-1118
6/20/98	Boston, MA	(800) 852-2442
6/20/98	Houston, TX	(713) 680-1870
6/20/98	Witchita, KS	(316)946-1055
6/20/98	L.A./ N. Hollywood, CA	(818) 763-4748
6/20/98	New York, NY	(212) 633-6320
6/20/98	Reno, NV	(702) 323-5353
6/20/98	Seattle, WA	(206) 675-1608
6/20/98	Sioux Falls, SD	(605) 361-4343
6/21/98	Greenville, SC	(864) 879-3905
6/21/98	Montreal, QB	(514) 849-5696
6/27/98	Akron, OH	(330) 922-4263
6/27/98	Dickson, TN	(615) 446-6057
6/27/98	Edmonton, AB	(403) 483-2669
6/27/98	Honolulu, HI	(808) 947-3322
6/27/98	Los Angeles, CA	(714) 444-4566
6/27/98	San Antonio, TX	(210) 522-9063
6/27/98	Sewell, NJ	(609) 218-1860
6/28/98	Atlanta, GA	(770) 578-1112
6/28/98	Chico, CA	(916) 898-0550
6/28/98	Toronto, ON	(905) 524-5725

www.wizards.com/Magic

Call (206) 624-0933 or visit the company's website for worldwide tournament locations

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